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monsters,
And no wonder
runaway mine
dangerous blobs
evil, power hungry,

N A PICKLE

...en weird experiments

...s, marauding polka dotted aliens, super heated blast furnaces,

...of . . danger, fire breathing chilli peppers and one mad

...niacal, slightly unsociable scientist are all out to get him.





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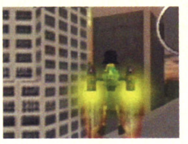
COMPUTER AND VIDEO GAMES #177 August 1996

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AFTER THE MASSIVE RESPONSE TO LAST MONTH'S N64 COMPETITION, WE'VE DOUBLED THE BOOTY!

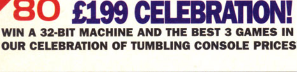




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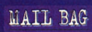














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WE SENT THE MICRO-GOBLIN TO THE 24-HOUR RACE. HE BROUGHT BACK PICTURES OF WOMEN!



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YOU'RE LOOKING AT CVG!

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ALTOGETHER NOW!

Hate to be corny, but this seems completely appropriate: There's a new kid in town. Things aren't going to be quite as they have been. Yes, I'm referring to Nintendo 64 and its affect on the video games market. Question is, does the new arrival dictate that we shall squeeze in and make room, or could our community grow to something marvellous in ways none can predict? Obviously my hopes are on the latter case scenario insofar as an exciting gaming environment goes. In terms of the magazine, space is about to become more precious for a little while. But, as ever, CVG's main aim is to maintain fair representation for all gaming platforms. We are not here to champion any in particular. What we want to represent, and what we hope you read CVG for, is the bigger picture. Enjoy the mag! **PAUL DAVIES**



NINTENDO 64 IN 'CHEAPER TO BUY ONE OVER THERE' SHOCK!

With the whole world now baying for the most powerful games system on the planet, most UK gamers are weighing up whether to buy an import machine or wait for the (eventual) UK launch. Unfortunately, it looks like the bare minimum charged for a machine plus *Mario* and *Pilot Wings* will be well over £1000. With that much moolah to burn, may we suggest actually going over there yourself and bagging one? Hey, we're serious about this; to such an extent that we've prepared a list of approximate flight costs to the Land of the Rising Sun! What are you waiting for?!

- *OPTION 1* - Approximately £516, using Aeroflot via Moscow
- *OPTION 2* - Approximately £668, using Alitalia via Rome.
- *OPTION 3* - Approximately £843, using Korean Airlines via Seoul.
- ***OPTION 4*** - Approximately £930, using Virgin Airways direct.

Once landed, collect your baggage, check in at the Shiba Park Hotel (£75 per night), wander 7 minutes down the road to the 'Toy Park' games store; hand over your £157 (N64), £61 (games), £7 (memory pak) and return home. The cost? Around £950 inclusive of the Aeroflot Flight, food, and the plush hotel where Paul stayed last November!! So the choice is yours; buy from "Honest Frank's Video Emporium", or fly to Japan RIGHT NOW... (See Free Play for the latest N64 import prices)

If you fancy staying much closer to where the main stores are likely to stock a machine, plus games, plus leads, plus just about everything else you could crave, Akihabara is the place to be. It's not as glamourous as Shiba, mind. But you don't care about that, right. Anyway here are some hotels in that district you might want to try for sushi:

The Akihabara Washington: 10600 Yen (£65) per night.

Hotel Friend: 7500 Yen (£46) per night.

Silver Inn: 6800 Yen (£42)

Bear in mind these are single rooms prices. Hey, you don't have to take this seriously!

WHAT IT ALL MEANS

HIGH FIVE! HIGHEST CVG RECOMMENDATION

5... EXCELLENT (HIGH FIVE!) — Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

4... VERY GOOD — Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.

3... GOOD — These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.

2... PRETTY BAD — There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.

1... VERY POOR — An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.

TOM COX HAS LEFT THE BUILDING

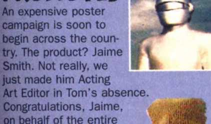
Never to return, we might add. Yes Tom Cox gave CVG the elbow, after he found out how much better it would be to work freelance: More money, more sunshine, and more time with his missus. "Thass the honest trufe guv", he told Paul, "Ssnot anyffing to do with 'aving ta work late and for no money... and BEING TOLD WHAT TO DO BY A BUNCH OF IDIOTS WHO WOULDN'T KNOW A DEADLINE FROM A DEAD ARM..." And so it went on, until Paul asked quietly for help.



JAIME SMITH PROMOTED

An expensive poster campaign is soon to begin across the country. The product? Jaime Smith. Not really, we just made him Acting Art Editor in Tom's absence. Congratulations, Jaime, on behalf of the entire world!







EDITOR

CURRENT FAV GAMES:
- Vampire Hunter
- Tekken 2
- VF Kids
- Fighting Vipers
- Mario 64
- Pilot Wings 64

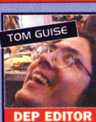
Somebody broke into Paul's house recently. Now it's been a very long time since Paul reached into his game drawer, held each one into the light and shouted its name, before polishing the box and placing it back. So, as you can imagine, he's quite worried. Like, maybe it's because he has neglected his children that this awful event transpired? We'll let you know once we have received word from his Psychiatric nurse.



DEP ART EDITOR

CURRENT FAV GAMES:
- Tekken 2
- Panzer Dragoon Zwei
- Resident Evil
- Vampire Hunter
- Duke Nukem

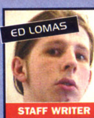
Replacing Tom Cox in the 'don't like games much, but just one more go' position is Mike Newson. We needed a deputy for Jaime, and Mike is the right man for the job. We must warn you, however, that Newson once used to work on Maximum magazine; an intense publication if ever there was. So if you detect an air of extreme seriousness about Mike, we've identified the reason right there. Soon have him wearing silly hats and singing our favourite rhymes.



DEP EDITOR

CURRENT FAV GAMES:
- Track and Field
- Fighting Vipers
- Tekken 2
- VF Kids
- Bust-a-Move
- Super Mario Kart

Magic. You could see it light up his eyes – all bright, and fiery like. It happened when the sun came out. Some might tell you the apparition is only a reflection, but we know better. It's as though Tom's monumental performance on CVG last issue touched the very heart of Mother Nature herself. If Summer continues to be as beautiful and warm as it has been, you know who to thank. When it rains, you know Tom's struggling to overcome a really dreadful game.



STAFF WRITER

CURRENT FAV GAMES:
- Fighting Vipers
- F1
- Duke Nukem
- Quake
- WipEout 2097
- VF2

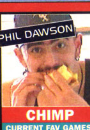
It's not just us who get Erg's name wrong: Psygnosis have this new game called "The Adventures of Lomax in Chaos in Lemming Land" coming soon. Our staffy was positively overjoyed to hear the news. Aside from being immortalised in the form of a CD-ROM, Ed is pleased to note that his local dentist has a copy of CVG in the waiting room. Makes quite a change fom Classic Clothes Maid, and Moss Monthly. Plant a copy of CVG today!



ACTING ART EDITOR

CURRENT FAV GAMES:
- Street fighter Alpha 2
- Street fighter Alpha
- Super Mario World
- Track and Field

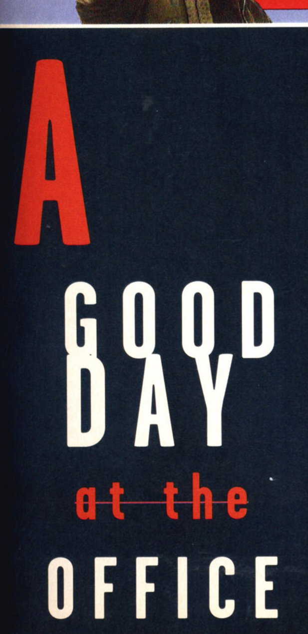
Jaime's got this Acting Art Editor lark off to a tee. You can't tell by looking at him, it's when he opens his mouth to speak that's the key. Why it's as if Tom Cox hadn't abandoned his position in the first place. Now, instead of saying "Please may I have the day off", Jaime barks "I'm not comin' in tommorah! AWRIGHT!" Uncanny. Next month we're going to make him Acting Phil Dawson, so we can double the amount of insurance claims on broken equipment.



CHIMP

CURRENT FAV GAMES:
- Resident Evil
- Street Fighter Alpha
- Super Mario Kart
- Vampire Hunter
- Super Mario RPG

HThe reason for not printing an actual picture of Phil last month (we used Paul wearing a horror mask in case you hadn't noticed) is because... well see for yourself. This time a few weeks ago the man didn't even have a scalp. At least now that's grown back we can show you Phil's head without being sued by the Obscene Publications Bureau. Apart from running the top of his head through a saw mill, Dawson has only accounted for 3.48% of all world disasters this month.





NEWS

Virtua Fighter 3 [NEW CHARACTER]

At the recent Tokyo Toy Show Sega unveiled the second new *VF3* character, to join the beautiful but deadly female Aoi Umenokouji. Sumo Takarashi once again observes a distinct Japanese style, though there are still no details about his background story or how he'll use his Sumo skills. We suspect he probably has a modified Sumo technique to balance his performance against other fighters. Mr Yu Suzuki talked enthusiastically about the new addition to a select audience.

Just to remind you of the astounding quality of movement we can expect from Takarashi, dictated by the power of the Model 3 board: His ceremonial apron (Kesho-mawashi) is made of silk, so will ripple just like the real thing. Just like Jeffry, the musculature of this highest ranked Sumo wrestler (Yokozuna Rikishi) will tense and swell to mimic a real body almost perfectly. Yes, *VF3* is that amazing.

CHARACTER PROFILE

NAME: Takarashi
SEX: Male
AGE: 27
BLOOD-TYPE: O
WEIGHT: approx. 200kg
HEIGHT: approx. 2m
FIGHT-STYLE: Sumo
NATIONALITY: Japanese
OCCUPATION: Sumo Wrestler

[TITUS BEGIN N64DEVELOPMENT]

French software developers Titus have recently been chosen to produce a game for Nintendo 64. While nobody knows the exact nature of the project yet, it is said to be following similar guidelines of all N64 development – promotion of the 3D stick for revolutionary gameplay features, and the speed advantage of cartridge over CD. The comments of Eric Caen, co-founder and R&D team manager of Titus, offer further testament to the power of N64: "After researching next generation technology, we hoped that the Nintendo 64 would reach the same performance level as the $100 000 SGI Indigo2 High Impact workstation. Indeed it has."



▲The $100 000 Indigo2 High Impact workstation. Titus claim Nintendo 64 is capable of equalling its performance.

[SONY DROP PS PRICE YET AGAIN!!!]



In an effort to match the success of Flash Saturn in Japan, Sony have repackaged and lowered the price of PlayStation. At the new low price of 19 800 Yen (£120), buyers get one controller, with a lead extended by 2 meters. Otherwise there is no difference in the design of the machine. At a special 'PlayStation Party', Sony celebrated sales of over 500, 000 units – which, they claim, is what enabled the 10 000 Yen price cut. Prepare for another PS price drop in the UK before Christmas.

[MEGA DRIVE SOFT ON TAP]

Sega is to establish a cool new service in co-operation with one of the world's largest cable communications companies – Flextech plc – in August. Called Sega Channel, the thinking behind it is that there are over two million Mega Drive owners in the UK, many of who might appreciate unlimited access to a regularly updated library of 25 games for £9.95 per month? These titles are updated month on month, with the most popular games being kept on to keep regular uses happy.

Games are downloaded into a special Mega Drive adaptor where they are stored until replaced by another, or the console is switched off. There are five categories of games: The Arcade (*X-Men, Batman Returns, Ranger-X*); Strategy Room (*Shining Force, Thor*); Family Room (*Flicky, Garfield*); Sports Arena (*Striker, California Games*); and The Speedway (*Outrun, G-Loc*). Those are just some examples of those that will be available. The most promising feature of Sega Channel is that preview versions of games will become available before they are on sale. So you could be playing top titles such as *Sonic 3D* at least a month before anyone else. Telewest Communications plc are the first supporters of the service in the UK, after being very happy with trials held in Essex and Kent. So expect to be paid a visit from their sales rep soon!

[SEGA DROP HARRIER JET ON TROCADERO!!!]

In case you'd forgotten, Sega are opening Segaworld this August in London's Trocadero (big entertainment centre). Segaworld will be the largest indoor theme park on the planet, and this Harrier Jump Jet – the first ex-RAF Jump Jet in commercial use – will hang from the ceiling of the Flight Deck zone there. The Harrier was towed through London on the back of the world's largest bungee tower, hence the gag with the policeman arresting Sonic for 'ultra-low flying'. Snarfle. By the way, 1996 is the 30th anniversary of the launch of the Harrier.



Ere, Sonic! You're nicked son! Right, now how do we get off this thing? HELP!

SEGA SATURN UNTOLD POTENTIAL

When you see the shots of Saturn *Fighting Vipers* we have for you this month, you will be amazed. It seems the new Sega Graphics Library (SGL 2.1) is pulling tricks out of the Saturn that even the world's leading software developers are stunned to find. Most notably Squaresoft who, as you know, recently shunned Nintendo to concentrate on PlayStation development (*Final Fantasy VII*, and *Tobal No.1*)

A representative of Squaresoft LA, Mr Han Lee, posted an excited message on the Internet recently, detailing a private demonstration of the new Windows 95 hosted Saturn development environment, and SGL 2.1, which took place behind the scenes at E3. Here's what he saw:

"a demo driving game, sort of like Gran Chaser [Cyber Speedway] that had a real-time Gouraud shaded lighting and ran at 60 frames per second. In a tunnel scene, there were actually real-time generated light casting from the tunnel windows onto the walls."



"VF2 Akira with real-time Gouraud shaded lighting."

"3D Sonic doing Fighting Sonic moves on Saturn. What was so impressive about this was that the entire process took place click-and-drop easy."

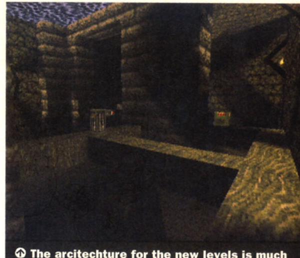


Sega Europe quizzed their Japanese counterparts about this information, and were told that the content was accurate. So to fan the flames of desire even more, we'll leave you with this final comment from Han Lee:

"One of the senior programmers of Square Japan recently told me tat Saturn has several undocumented DSPs that Sega never released any information about. If this is indeed true, we still haven't seen half the potential of what the Saturn can really do!"







The arcitechture for the new levels is much more impressive than in the qtest. Some of the underwater maze sections are just staggering!

We're up to the sixth installment of our 'comprehensive' *Quake* coverage, and the shareware version hasn't even come out yet! Blimey! We ought to start a regular Quake section in the magazine or something!

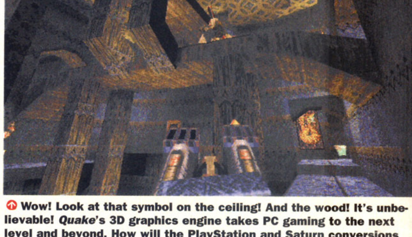
*Quake*mania reached fever pitch in the CVG office this month, as the first concrete facts about shareware *Quake* started to pour in from various sources around the globe. Eye witness accounts from E3, internet reports from beta testers and journal extracts from the game's head programmer have all helped paint a clearer picture of what will undoubtebly become the biggest PC release of the year, if not the decade!

REVENGE OF THE SON OF *DOOM* PART 3!

As it stands, registered *Quake* will feature four episodes of nine levels, each with a different environmental theme (relating to various time periods). The first level of every episode is set inside a high-tech government installation, and at the end of the stage you discover a Slipgate which takes you to that episode's *Quake* base.

The shareware release will comprise the entire first episode, which is set in the past and filled with a mixture of military and mediaeval architecture. There is also talk of a number of deathmatch only levels on the final registered version, though that could change.

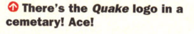




Wow! Look at that symbol on the ceiling! And the wood! It's unbelievable! *Quake*'s 3D graphics engine takes PC gaming to the next level and beyond. How will the PlayStation and Saturn conversions cope with this level of detail?!

JACKANORY!

With the imminent release of shareware *Quake*, id have finally settled on a background story to go with the game. In the near future, the government have created a top secret machine (based on alien technology) called the Slipgate. When operated, the Slipgate causes an earthquake in the time/space continuum, creating a crack in time through which humans can travel to the past or future. However, a deadly terrorist organisation known as *Quake* have managed to steal a Slipgate, and are using it to stage surprise hit-and-run attacks on military installations all over the world. Which is where you come in. As a highly trained counter terrorist expert, you've been drafted in by the government to infiltrate *Quake*'s base and shut down their operation at all costs. The fate of the free world rests on your shoulders! Again!



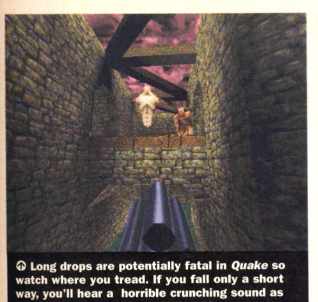
There's the *Quake* logo in a cemetary! Ace!



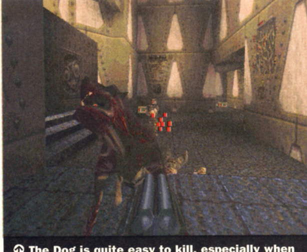


There's the rocket launcher as it used to be. Apparently this will only appear during deathmatch in the shareware version.

Dead monsters stay where they drop. It's not known whether you can blow up the corpses a la *Duke Nukem 3D*, but we hope so.



Long drops are potentially fatal in *Quake* so watch where you tread. If you fall only a short way, you'll hear a horrible crunching sound as your characters legs break! Eurgh!



The Dog is quite easy to kill, especially when using the Super Nailgun as demonstrated above. However, they do attack in packs, and their large numbers can sometimes overwhelm you.







Apparently, the Shambler is female. Could have fooled us.

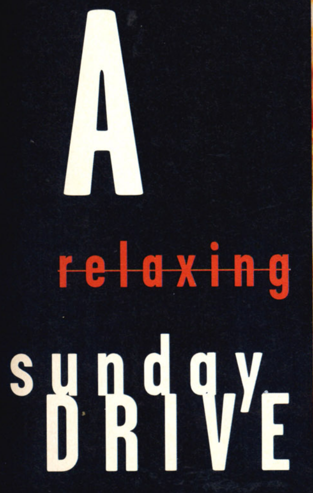
LEVEL SELECT, *QUAKE* STYLE

Quake does away with the user-friendly difficulty and episode select menus of *Doom*, and instead makes them both into individual levels! The difficulty select is a large open chamber with three hallways leading to a visible Slipgate at the end of each one. The first hallway (the easy difficulty) has a flat floor and no obstacles, while the second hallway (normal) has an angled bridge and looks a bit more intimidating. The third hallway (hard) has a broken bridge with a bubbling pit of lava underneath! There's even a secret route for the nightmare difficulty level! After you choose your difficulty setting you are warped to another stage where you must choose between four Slipgates each corresponding to one of the four episodes.

ARRGH! REAL MONSTERS!

The monster development continues with some hellish new additions to the *Quake* extended family and improved artifical intelligence all round. Highlights include the dog, the Hell Knight (a harder versions of the knight who uses magical attacks), the Enforcer (like the soldier but dressed in a chemical suit), the Tar Baby (a near invisible blob who explodes when he dies) and a spider monster who throws homing fireballs like the Revenant in *Doom 2*. All of the monsters are now much more aggressive, and if you don't kill them they will chase you from one end of a level to another, even through water! One of the beta testers told tales of a Shambler actually JUMPING OFF AN ELEVATED BRIDGE and running after him! Awesome!





NEWS



PUMP UP THE VIOLENCE!

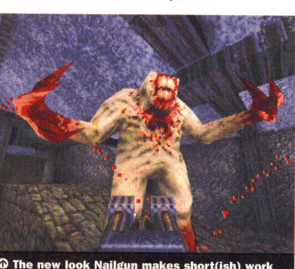
In its time *Doom* was one of the most gory games around, and id look set to continue this tradition with *Quake*. All of the monsters have multiple gruesome death sequences (complete with 'orrible death rattles), and it is now possible to gib absolutely any creature in the game! Gibbing, by the way, is when you blow something (or someone) into bloodied chunks, each called a gib. The Zombie, for instance, can only be destroyed by gibbing. *Quake* also sees the return of *Doom*'s explosive barrels, along with crushing ceilings, deadly lava, and giant spikes!



Watch the gibs fly! Here the new look grenade lobber takes apart a duo of marauding Hell Knights. You can tell them from ordinary Knights because they've got spiked shoulder pads and horns on their helmets. Look at the way the blood spatters on their armour. That's top that is.

LETHAL WEAPONS

All of the weapons have received a graphical make over, with some of them completely changing in both appearance and properties.The Axe now looks a lot cooler (thankfully) with about three different attack sequences, while both the shotgun, rocket launcher and grenade lobber have all been slightly touched up. The biggest changes however are in the nailguns. The ordinary nailgun is now a double-barrelled beast that fires twin streams of nails, while the super nailgun looks a bit like a black version of the rotating chaingun in *Doom*, and rocks the screen when you fire it!



The new look Nailgun makes short(ish) work of a rogue Shambler. The screen actually rocks slightly when you fire this weapon, and the sound it makes is absolutely perfect!





You won't see the lightening gun in shareware *Quake*.



The explosions now have a sprite core to make them less pixely. They're also light sourced.



This thing's offical name is the 'Fiend'. He's incredibly agile for his size, and some major strafing is neccessary if you don't want to get caught under that leap.



The Enforcer fires bursts of laser beams from that cannon. Later in the game you can collect a cool Bio Suit like his that lets you breath underwater.

SOUNDS GOOD!

One of the biggest new additions to *Quake* is the implementation of ambient environmental 'background' noise. For example, when standing around an open area, you can hear the wind blowing high above you. Water makes a slow, splashing sound; slime burps and churns; lava bubbles and crackles; computer terminals bleep and click; heavy machinery rumbles... you get the idea. What's more, Nine Inch Nails have done an entire sound track to be included on the final CD! We haven't heard any of it yet, but we've been told its ace! Can't wait.







I HAVE THE POWER!

Like *Doom*, *Quake* will feature several power ups dotted about the many levels, each with varying effects. Along with the standard health and armour bonuses, players can find artifacts to boost the power of their weapons, make them invisible (all that's left are a pair of floating eyes!) and even allow them to swim underwater. The invincibility power up (called Satan Mode!) is a floating red pentagram which, when collected, makes your armour rocket up to 666%! This game's far more evil than *Doom* – the game of the devil!

⊕ Zombies can hide underwater. Well they are dead already.

⊕ The locked doors have huge chains and bars accross them. So you have to go looking for a key to unlock them.



FIVE THINGS YOU NEVER KNEW ABOUT *QUAKE*

1. *Quake* is the name of John Carmack's character he used to play as in Dungeons and Dragons. Hence the original fantasy setting of *Quake*.

2. *Quake* has already been banned in Germany!

3. id started work on *Quake* before *Doom*.

4. id timed John Carmack to see how long it would take him to implement dynamic lighting in *Quake*! It took him one hour, including toilet breaks!

5. We WILL have shareware *Quake* by next issue, and if you can find it on the net, so will you!

NEWS

[NINTENDO 64 PRELAUNCH EXCITEMENT]

Akihabara – the centre of video gaming in Tokyo. Anything you want can be bought here. Imagine the crowds here on N64 launch day.

By the time you read this, the N64 has been available in Japan for almost two weeks. But we still thought you'd appreciate sharing in some of the excitement which occurred in the run up to launch day.

Pre-orders for N64 were officially stopped on the 9th of June. By that time, 100% of all possible reservations had been accounted for. To appease those left out who still wanted the chance to buy a machine, many shops announced they were opening the doors at 12:00 midnight to steady the flow of thousands more customers on first day of sale.

In the two weeks prior to launch, shops had N64s running copies of *Super Mario 64* to satiate the public's need for this monumental game. Time with the controller was limited to five minutes per person, and our overseas correspondent has reported that tempers were getting pretty fraught under the circumstances – maybe because five minutes is barely enough time to get off the first level, so those queuing for a go were getting even more frustrated. While all this was going on, camera crews filmed the faces of awestruck kids and adults alike for national TV news. If only you lot got so excited about games, eh!



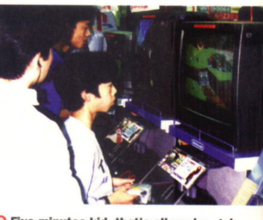
Word has it, there's only one copy of Pilot Wings for every five N64s. Worrying news if it turns out to be true.



Look at them! Row upon row of N64s with crowds packed around them. If only stores here would do this kind of thing!



This is the game. The one that's been causing a sensation at stores all over Japan. Look below! You can win it with the machine!



Five minutes kid, that's all you've got. Imagine what's going through the heads of these people, after waiting for so long.

[WIN A NINTENDO 64 – HOT FROM JAPAN!]

Well, maybe you are excited about N64, but don't have the same opportunity to show it as those lucky Japanese. Our competition to win an N64 (printed last month) has proven our most popular yet. Every day almost two-thirds of our mailbag consists of brilliant designs for a new *Super Mario* power-up, including some pretty far-out suggestions for the tie-breaker. We suspect there are thousands more of you who'd love a better chance at winning one of the first N64s in the world. So we're increasing the odds in your favour, as CVG now has TWO N64s TO GIVE AWAY! A rare commodity indeed. That's how much we DO LOVE YOU! Closing date for the competition in issue #176 was 23 July. That deadline has been extended until 20 August. The rules are the same: invent a new power-up for Mario. Show us what the power-up looks like, and the effects it has on Mario. When you're satisfied with the result, send to us with the answer to this tie-breaker: *How did Yoshi acquire arms to steer in Super Mario Kart?* Send your entries to:

YOSHI USES HIS OWN EGGS IN HIS COOKIES COMP (Mk.2), CVG, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU

And YES you can ENTER TWICE if your second idea is so much better than the last. Best of luck, we're looking forward to printing some of the best ideas in CVG sometime very soon.

NINTENDO 64

WIN AN NINTENDO 64!



live the spirit
AUTHENTIC
OLYMPIC GAMES
100
Atlanta 1996
COLLECTION
A football game lives or dies on the strength of its gameplay.
You can have the best graphics and sound in the world but if the game doesn't play football then forget it!
Olympic Soccer however, has everything.
Olympic Soccer excels in the playability stakes, it combines speed & skill control with breathtaking end-to-end action.
OLYMPIC SOCCER
Atlanta 1996
Official licensed product of the Atlanta Committee for the Olympic Games, Inc.
US GOLD
PLAYSTATION™
SEGA SATURN
PC CD-ROM
Available Summer '96
U.S. GOLD
Official Licensed Product of The Atlanta Committee for the Olympic Games, Inc. © 1992 The Atlanta Committee for the Olympic Games (ACOG), All Rights Reserved © 1995 U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 0121 625 3366. U.S. Gold is a registered trademark of U.S. Gold Limited. All Rights Reserved. Silicon Dreams is a trademark of U.S. Gold Limited. All Rights Reserved.
" and "PlayStation" are trademarks of Sony Computer Entertainment Inc." SEGA and SEGA Saturn are trademarks of SEGA ENTERPRISES, Ltd.
the fusion of speed, strength & skill

The after-effects of E3 have made themselves felt in no uncertain terms! Though N64 isn't scheduled to arrive in the UK until Christmas at the earliest, it has left many 32-bit users feeling insecure. To which we say, "WHAT, ARE YOU MAD!" – E3 was an excellent event for Saturn and PlayStation too, y'know. Just £199 for those systems now! What? Did we say something wrong?

Address your potentially eternal tomes to:

SHOULDER TO CRY ON,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

By the way, there's still a prize going for anyone who can invent a happier name than "Mailbag" for this section!



LETTERS

VOICE OF THE MASSES

DON'T SELL ME CHEAP

Dear CVG,

I am not one for buying imports, but after waiting 14 months for the N (Never) 64 I was going to make an exception. I started ringing up a few shops only to find out the price would be somewhere in the region of £700-£1500! How can they charge that much for a games console costing £125 in Japan? Okay so they might have to go to Japan and get them, and then do a UK conversion, but I bet if they sold it for £400 they could still make a good profit! After all, they wouldn't go all the way for one machine would they.

At the above price I can't see anyone buying the machine, so in the end I think they will have to bring the price down to around £400 (and even then not many people would buy it, like they didn't buy the Saturn).

Finally, in the issue 175 contents page you stated that *Pilot Wings* is one reason why you're all getting N64s on launch day. Are you still going to? If so, since you are all that rich, can you get me one?

I don't own a game machine and I intend buying one. SO would you buy a SNES and wait for the N64 to be launched in this country, or buy a Saturn? I love Saturn games but then I loved my Mega Drive until I saw the SNES! Please help a confused but dedicated 5-year CVG reader.

Andrew Spiretos, Leeds

CVG: *We know that importers are unable to buy in N64s, with SM64, for less than £500 from Japan. That's after tax has been added from Japan to Hong Kong, then Hong Kong to the UK. We'd say that those people charging around £700 aren't ripping you off too badly. Anyone who has quoted around the £1500 mark are crooks, or else victims of crooks. Hate to sound smug, but the reason we all can afford N64s is because we have 'a man in Japan' who can buy them in for the street price – £165 (25 000 Yen). And it's never too late to buy a Super NES.*

WELL, CAN THE SATURN HANDLE VF3?

Dear CVG,

Your mag's safe. Any news of new Capcom beat 'em ups coming out for the Saturn? Do you know is *Alpha 2* is going to be launched on the Saturn and/ or what news of *Street Fighter 3*? Could the Saturn handle *Virtua Fighter 3*, and if so when will it be released?

If Sega do make a 64-bit console, will it be a stand-alone or a Saturn add-on?

In the *UMK3* review last issue (175) you mentioned a 100% damage combo with Smoke, for the original *MK3* game. I can get a 100% damage combo with Kabal, on the Mega Drive game. Just wondering, can you?

GREAT mag. High Five is a good idea! So go boil your head, someone from Solihull.

PS Will there really be a 32-bit Game Boy and how much might it cost?

Phil Westmancoat, Wolverhampton

CVG: *Yu Suzuki, Director of all AM's divisions and head of AM2, has gone on record as saying that VF3 is possible on Saturn. Make of that what you will.*

Ed: *Yes, on the Mega Drive. But you can't do it on the Saturn because all his combos have been weakened.*

LONG TIME NO SEE

Dear CVG,

That sad git, Dani from Barcelona who hates *SFA*. Why? It is totally cool! Maybe the strategy element of saving power for Alpha strikes and counters was too much for his limited intellect. And his mates? Well they obviously have such busy lives that they have nothing better to do. My only complaint is probably the fact that, where there is a *Street Fighter* game there is always another sequel. Surely after about nine or ten *SFs* Capcom could give it a rest?

Next up, *Alien Trilogy*: I bought it on Friday afternoon and had completed it by 8pm the next day, on hardest setting. So why did all the reviews I read say it was very hard? Or is it because I'm such a hardened *Doom* player and so I waltzed through it. My mate also completed it after borrowing it off me.

Finally, I want to moan about release dates. Why is it that only Capcom are bad at sticking to release dates. I have had six different dates ranging from 11th April to 31st May! Then *Resident Evil*. I went out to get it on 2 May, and found it's been put back until 28 June. Bit drastic I'd say as it has been out in the US/ Japan for 1 1/2 months by then.

Neil Lewis, Wolverhampton

CVG: *You don't have to tell us about delays, and it isn't just Capcom whose seen as guilty. Nor is it really their fault. For the time being the UK, and indeed Europe, has got to realise that we are really just a very small part of major Japanese companies' business. In some cases it's as though we should consider ourselves lucky just to have a sniff of the real action – some ten times more intense than what you know a games market to be. As for the British titles, they have less of an excuse!*



Resident Evil, delayed!



No sign of PS X-Men either!

CAT TITTER

Dear CVG,

I find your magazine very good for a read with over 100 pages, and it is cheap. However you do have some bad points. For example you say on the front of your magazine, "Every new game reviewed and rated". This is not true because I own a Jaguar and I consider myself a Jaguar expert. I know that you have not reviewed *I-War, Battle Morph CD, Creature Shock CD, Primal Rage CD, Hoverstrike CD*, and *Myst CD*. All of which are available to buy in the shops at the time this letter was written. You also said in your preview of *Quake*, "Saturn, PS, N64 versions planned". Don't you even know about the Jaguar version? It is already 32% complete. I am 14 years old and have to go to school and revise for my exams. SO no matter how hard I try I can't dedicate my whole life to my Jaguar and consoles. But you get paid to do this, so why do I know more about Jaguars than you?

Please do not slag off the Jaguar because it really is a good machine if you have the Jaguar CD, and don't forget the Jaguar 2 and 3 which will be released Christmas 96 and 97 . Please give me a Sega Saturn as, after the Jaguar, it's a great games machine.

Jonathan Smith, West Midlands

CVG: *Our claim is relevant to all new games that are soon to be available, or at least have been presented to us for review purposes. We did ask Atari to provide us with samples of all those games you mentioned, Jonathan, but they just didn't pass them on. So we focused on subjects perceived hotter at the time – ie Sega, Sony, and Nintendo – all of whom were more forthcoming with software. By the way, you're kidding yourself if you think Quake will ever be released on the Jaguar – that system is now defunct.*



THE BABY SITTER

Dear CVG,

I am a PlayStation owner who bought the machine from a well-known retailer. It cost me £379 with *Tekken, Ridge Racer*, and *Jumping Flash*. I had planned to buy one for a while, and, on purchase, was really impressed with Sony's Baby. However I have just heard that the PlayStation price is now reduced by £100 to £199. To add insult to injury, the deal I secured with the three games now only costs £249 – a massive saving of £130.

Now it took a lot of time and hard work to save almost £400 to buy my PlayStation, and at the time I was satisfied with my decision. But now my loyalty has been thrown back in my face.

I am all for Sony having a low price to compete with the Saturn, and to mop up more of the prospective Super Console owners. After all the extra revenue the PlayStation attracts will benefit me in terms of better software.

However a £130 decrease overnight really p****s me off. What the hell is going on?

Here's a tip Sony: Don't treat your customers with contempt, else I'll buy a Nintendo 64.

I want answers.

Rob Allen, Staffs.

CVG: *You need a holiday. So we suggest going to Tokyo for a week, chill out in a cool hotel, and go shopping in the Akihabara district for an N64. It'll cost you less than the £1500 you're considering to buy the machine on import.*





STAR★LETTER

Dear CVG,
Street Fighter Alpha cack?
Don't pull my nipples!...
Gary Smith (oops!), Stevenage

***CVG:** Sorry Gary, the rest of your letter was unprintable. In fact we have it locked in a room, and nobody dare go inside – it was that offensive!*
****

GREAT ANALOGUE CONTROL SWINDLE

Dear CVG,
Oh dear, dear, dear. Reports state that Sega are bringing out a new 3D romp to rival *Mario 64*, and an analogue controller as well. Who are Sega trying to copy? Hmm, Nintendo? No doubt this new controller will be a quickly made bad rush job, and try to pitifully attempt to rival Nintendo's new controller. And what's the betting that the ideas and the new controller were : up and put into development ıveniently after the Shoshinkai how in Japan where Nintendo evealed their forthcoming ɔlans?
Why can't Sega just be content n being second best to lintendo? Everyone knows that ega will never have the proper ge on Nintendo. And why? Because people don't trust Sega. Only a few months after releasing the Saturn they are reported to be working on a Saturn 2! What! Do I hear another transitional machine (Saturn)? They never learn. So that means people will have wasted their money again because Sega drop machines when another one comes out (32X, Game Gear, Mega CD). Why can't they fully exploit their new technology like Nintendo? That's why people don't trust Sega. Go on, I dare you to print this letter. I bet you won't, you favour Sega anyway!
Paul Hurst, Chester

***CVG:** While we have the highest respect for Nintendo, they're not the only innovators out there. Nintendo's success rate is so high, simply because they are more careful with the number of products they release. Saturn is definitely not a transitional machine for Sega. Sure, the analogue controller idea is an answer to Nintendo's. But this doesn't make the result any less worthwhile. As for your last comment, CVG is a fan of everything original and exciting. Sega product fits quite nicely into that bracket at the moment; that anyone with eyes can appreciate.*

A FEW OF MY FAVOURITE THINGS

Dear CVG,
I was very pleased to see coverage of my favourite all-time game *Vampire Hunter* in your May issue. I feel that the game has more depth than even *Street Fighter Alpha*, and that the controls are very instinctive. I cannot understand why the game is so underrated in this country because my Japanese friend tells me that, when it first came out, it drew massive crowds of people – even bigger than the crowds of around *Alpha 2* in London. I have to admit that when it first came out on Saturn I rushed out to buy the game and was pleased to add it to my *X-Men, Zero*, Capcom collection. Anyway, the two main questions that I would like to ask are as follows:
1. Where do you think that I could get hold of an anthology of Capcom artwork (including *VH*)? I have tried the Japan centre in London, but I couldn't find one. I know these exist.
2. Has *Alpha 2* been confirmed for the Saturn and also *Marvel Super Heroes*?

Thanks for your time.
Sam Grant, London

***CVG:** The book you're after is Video Game Magazine Gamest Mook Vol.17. It's published by Shinseisha, and was released last year for 2,000 Yen. The ISDN number is T1063381172000. We have news elsewhere in this issue about the Capcom line up, but, while you're here, yes SFA2 and* Marvel Super Heroes *are coming to Saturn. PlayStation is on its way to PlayStation too.*

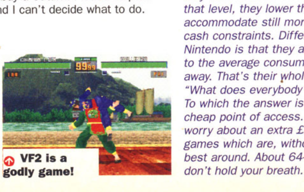
EXPENSIVE TASTE

Dear CVG,
Why don't you do a CD for Saturn and PlayStation containing cheats and guides for games. This would be a brilliant idea. Of course not all the time, but say one out of every four issues. And of course put the price up. You could use the cheat section of the issue for more reviews. Why is the paper different in the Free Play section?
Could you do a poster now and again with the top games like *UMK3, Alpha,* and *Darkstalkers.* Oh yes, why did you do an April Fool? It was stupid, and a waste of mag space. Anyway, great mag. Keep it up and thanks for your time.
Ian Sewell, Merseyside

***CVG:** A cheats CD is an idea we've considered, but we'd rather everyone can afford the magazine. Free Play is our solution to moving unsightly lists of cheats and codes to make room for more attractive features on games. The paper is relatively cheap, which means we can expand it if necessary to accommodate even more red-hot, exclusive, insider game info.*

HARDER THAN YOU

Dear CVG,
The main reason I'm writing is to ask you about the Nintendo 64. You see I was going to get a Saturn until I heard about the N64 and now I'm really puzzled and I can't decide whether to get a Saturn or the Nintendo machine. I can see that the Nintendo is more powerful than the Saturn, and therefore should have the better games. But as my favourite type of games are fighting games and I think the Saturn has better fighting games do you think I should buy a Saturn. Please help as I've puzzled over this for ages and I can't decide what to do. What do you think?
AK Hudson, Walthamstow



***CVG:** In quality and quantity, the Saturn is just about the best system for fighting games. It has the cream of Capcom's recent efforts, and VF2. Still, some would argue that Tekken 2 is all you'll ever need. Tough, innit. At this stage N64 is AK Hudson's worst option.*


VF2 is a godly game!

HE WHO LAUGHS LAST?

Dear CVG,
With the launch of the Nintendo 64 almost here, It looks like Sega and Sony's machines have already become modern day dinosaurs. Both have great games, and many more big software titles in the pipeline for both systems. But ask yourself is it really fair that within such a short space of time the Saturn and the PlayStation have become outdated. I mean, when you've spent £300 to £400 on a console, you expect it to be superior to anything else around for quite some time. I purchased my next generation console at Christmas, which is a PlayStation, and at the same time grabbed an extra control pad, a memory card, and a copy of *Ridge Racer*. At that time I thought £350 was worth it for a, so-called, Next Generation console. I also knew nothing about Nintendo's 64-bit technology. Until issue 171 of CVG when I read the eleven-page showcase on Nintendo 64. And to my extreme annoyance not only found out it was twice as powerful , with Silicon Graphics etc... but a hell of a lot cheaper as well. I also had a brief look in Nintendo Magazine System, which stated that Nintendo 64 is capable of 3D fighting games that make *Tekken 2* look like Mortal Kombat on the Game Boy. This is not good news for someone who has just bought a rather expensive 32-bit console. What I would like to know is how come Sega and Sony can produce their 32-bit consoles and slap a whopping £300-£400 price tag on it, and Nintendo can produce a 64-bit system which is better than most PC CD-ROM set ups, and is equivalent to Silicon Graphics Systems costing hundreds of thousands of pounds. And only have a price tag of around £200. I think that Sega and Sony owe it to their customers to consider producing a 64-bit upgrade at reasonable cost, to enable Saturn and PlayStation owners to enjoy the benefits of 64-bit technology. After all, we've already forked out almost twice the price of Nintendo 64. After all I've said, I still think Sega and Sony are great. The letter from Harold H Thomas was one of the best letters I have read for quite some time.
Clare Roe, Liverpool

***CVG:** You can't blame Sega or Sony for their price strategy. They depend on people like yourself, commonly referred to as "early adopters", to pay top price for the machines at launch. You admit that you considered £350 to be a fair price for the hardware and software you received in exchange – at the time. And could you really have waited any longer to own what you wanted? Probably not. Once companies are satisfied that they have enticed enough people at that level, they lower the bar to accommodate still more peoples' cash constraints. Difference with Nintendo is that they aim to appeal to the average consumer straightaway. That's their whole strategy: "What does everybody really want?". To which the answer is invariably a cheap point of access. No need to worry about an extra £10-15 for games which are, without doubt, the best around. About 64-bit upgrades: don't hold your breath.*





SCART SINGING

Dear CVG,

The UK games market is a sick joke. It is totally stupid that we pay more for games and systems that run slower, have borders top and bottom of the screen, and are six months to a year behind what is available in Japan and the US.

Those in the games industry should stop wasting time and money designing and manufacturing PAL consoles, and toning down NTSC games to run on them. What they should do is release the same games and consoles in the UK that are released in the US. The only difference needed is a different PSU. That way UK gamers could experience the same quality of games available in the US, and the prices should be lower because of manufacturers not having to redesign them.

This may seem to be an ideal solution only to those with a SCART TV, but a PAL Booster lead, a SCART lead and even a game could be bundled with a NTSC console and released in the UK. Those three extra things would cost under £100, which would be a far better deal than paying over £100 more for a PAL console, compared to a US NTSC console.

I have not mentioned any particular system because it could apply to any. The way I see things is like this: you can either buy a US/ Jap console and games and pay through the nose for them from importers, or have a long wait to buy the lower standard official releases. It is a no win situation for UK gamers. What is your view on this? Do you know if the N64 will be yet another slowed-down machine?

Daniel McAlister, London

Paul: *Cheer up, eh, Daniel! Not everyone is as keen as you to see the UK get what committed gamesplayers consider the ideal. I've been annoyed with this whole PAL/ NTSC thing for around six years, and nothing has changed. The only revelation I can think of is Psygnosis'* Wipeout *which is better than the US NTSC version. Most UK gamesplayers are happily oblivious to speed difference and display limitations of games running on UK machines. Most people couldn't care less. Least of all the hardware manufacturers. Grrr!*

GEORGE AND THE DRAGOON

Dear CVG,

Thankyou very much for giving Panzer Dragoon Zwei a High Five! I went and bought it on the day it came out and I think it's the best Saturn game so far. I've got one problem though, I've finished it and I haven't got the Pandora's Box yet. Just how do you get it? Also, I think that your mag's the best one now (it was very rubbish about a year ago) and it's much better, bigger and cheaper than Gamesmaster or GamePro. Keep up the good work!

PS. If there's ever a job going on your magazine, I will have it! Just a joke! Ha ha ha!

PPS. If there's ever a free game going, I will have it! Not a joke! Ha ha ha!

George Evans, Chadderton

TOM: *Glad you enjoyed Panzer. To be honest we've had loads of calls from people who can't find Pandora's Box. And nobody here can understand why. Our guide tells you all there is to know, and obviously it works, otherwise we wouldn't have the screen-shots to prove it. Maybe your Saturn is out of memory? Check the front-end menu.*

WEIRDO CORNER

Dear CVG,

Hi there!

I've had them all, age or size doesn't matter to me, 8, 16, 32, or 64 I don't care. I've gone from a sleek one that liked to be touched to a small black one with rubber and a flash of colour on her side. Then there was the hunky grey, like a Lada without wheels, soon I moved on to a sexy little black number, but I dumped her for a newer model, she was ugly but oh what power, and I liked the way she grabbed my cart.

My latest conquest was a fancy beige number with keys in all the right places, but then SHE caught my eye, I had seen her on the telly and she had enticed me. The way her flat grey body shone in the glow of TV light made me tremble, her round top made me shake from ear to nose, I had to have her. I set off. Money in hand I walked into the shop and strode over to her, passing all the imitations without a look, but wait..., what's this?

She was black with speckled bits, unlike anything else out there. I asked the man who was parked nearby waiting to pounce all about her. "She's a bit old for you sir, not your type, why don't you look at this little grey one, she's young and fresh not a wrinkle in sight". I wasn't convinced, I asked him about imports on the younger model, his greasy smile started to fade. I pondered over this older playmate, maybe she could tame me and get me to settle down. Price was important to me, I questioned him over the difference in dollars, his smile hit the floor with a thump.

I proudly walked out of the shop with my little friend under my arm, once I showed her the TV and started to play and haven't looked back since. We have fourteen little ones now each with their own title. I have settled down and I'm getting married next week, I've learnt all my vows, my favourite is "I take thee 3DO".

Mr V Jackson, Doncaster



CVG: *What a load of crap.*

BEST THINGS IN LIFE WE KEEP FOR OURSELVES

Dear CVG,

Answer these questions or I'll sue you, cheers!

1. Is there a *Super Mario 64 2* in the pipeline for the N64?
2. I have been informed that the UK N64, if released, will run 17.5% slower than the US version because of differences in TV sets. Is this true? If so, will it affect the quality of gameplay and the general performance of the N64?
3. What will the box for the N64 cartridge look like?
4. Is CVG buying an import version of the N64, or are you waiting for god knows how long until it is released over here?
5. Is there any *Monkey Island/ Simon the Sorcerer* types of adventures being produced for N64?
6. I was flicking through Ceefax and I saw that the N64 would be $250 WITHOUT a game, and *Mario 64* would cost an extra $50-$70. Is this true?
7. When Sega brought the Saturn price down to about £300, why did they state that the price could not be cut any more, and then when a cheaper system (N64) is produced they bring it down to £199. I feel very distressed as I forked out over £350 for my Saturn.
8. In *Mario 64*, Mario can climb, swim, perform cartwheels, helicopter jumps, kick off walls, punch, ride a magic-carpet, fly, hang on to various objects, carry things, and crawl. Are there any more techniques which Mario can perform, and how can all these be achieved with just two action buttons and a Z Trigger?
9. Are *Mario 64, Pilot Wings 64*, and *Saikyo Habu Shogi* the only release games for the UK N64?
10. Please could you send me a poster of *Mario 64* and N64, if you possess such tremendous things.

Thank you, you magnificently kind-hearted people.

Chris Drew, Walkington



Games like SM64 are easy as falling off a log for N64!



Incredible special effects! Wow, can't wait for the sequel!!!



Pilot Wings 64 is another top-notch launch game for N64.



Okay that's enough, I wanna go down now. I-WANNA-GO-DOWN!!!

CVG: 1. Good grief.
2. Informed by who? Anyway, whoever it was is probably right. But Nintendo are usually pretty good at ensuring their first-party games are adapted to suit.
3. Hopefully there will be pics of the initial line-up in news. If not we can DEFINITELY show you next month.
4. Yes. No.
5. LucasArts are working on a new Monkey Island game.
6. Yes.
7. They had to, didn't they.
8. You missed a few abilities that we already know about – but aren't telling until we can show you them in action. You'll also be amazed at how just two action buttons and a Z Trigger can work miracles with the 3D stick.
9. *Shogi* is unlikely for the UK, but expect to see at least ten others to accompany *Mario* and *Pilot Wings*.
10. Magnificent? Probably. Kind? Not this time, sorry.

ONE FLEW OVER THE CUCKOO'S NEST

Dear CVG,

Am I the only person left waiting for the N64? All of your readers are going on about the PS and Saturn, while one of my mates who was waiting for the N64 has opted for a Saturn. With all the delays I must say I am tempted to do the same. So if there are any people out there in the same situation as me, please write in. Maybe CVG can set up a group with monthly meetings to help us out until N64 is released over here.

Andrew Spiretos, Leeds

CVG: *Sign here:.........*

N64 THERAPY GROUPS

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THE BLACKHEADS

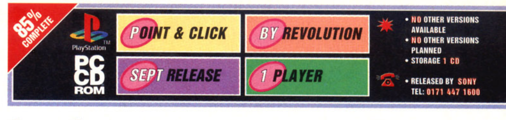
OUT NOW ON TAPE.



IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW OXY BLACKOUT. IT HAS SPECIAL STICKY TAPES THAT LIFT OUT BLACKHEADS GENTLY. BLACKHEADS? OXYCUTE 'EM!

OXY AND OXYCUTE 'EM! ARE TRADE MARKS.





Considering the mass popularity of point-and-click adventures on PC, it's bizarre they haven't been pushed onto the consoles. Well, all that could be set to change with the first PlayStation-dedicated adventure.

BROKEN

To date, there's been only one point-and-click adventure on PlayStation. *Discworld*. And it was a huge success! Not surprising really, considering it's a direct port of an excellent PC game based around the best-selling Terry Pratchett books. However, if *Discworld* has any weakness, it's the fact that it IS just a PC portover. For a PlayStation game, it all looks a bit primitive. At least, that's what York-based developers, Revolution, reckon. And they're not just spouting hot air. This is the team that put together *Beneath A Steel Sky*, one of the best PC adventures to date. And their next project promises to be far better. For *Broken Sword*, Revolution have drawn on the finest cinematic, animation and musical talents around. What's more, they've concentrated on optimising the PlayStation version to make full use of the hardware. This game could well demonstrate that PC isn't the natural home for point-and-click adventures at all!



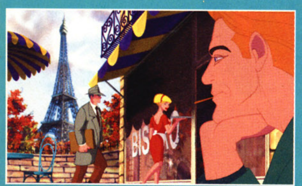
Backdrop detail unlike any seen before!



Characters move freely behind scenery.

PLAYSTATION POWER!

The PC version is already in its Beta stage (final testing) and looks incredible. However, Revolution claim the PlayStation version is going to be even more impressive. The PS's FMV capabilities have allowed them to increase the colour and resolution of the cartoon streams. Likewise, the speed and frame-rate of the in-game animation is superior. This is all due to the PlayStation version being created alongside the PC game.



Full-screen movie quality cut-scenes on PS.



One of the many cinematic intermissions.



Here we are, outside a Parisian hotel. All very gallic, dontcha fink?





Inside the hotel now. The view neatly pans across as you move around.

'TIS THE STUFF OF LEGENDS!

Broken Sword is a game steeped in ancient myth. "All the historical information used in the plot is thoroughly researched and accurate, however it doesn't ram a history lesson down your throat." explains Charles Cecil, director of *Broken Sword*. "It's similar to an Indiana Jones movie in that respect."
Indeed, the plot covers similar historical territory to the likes of Indiana Jones and the Last Crusade. It's all based around the legend of the Knights Templar, an ancient sect of warrior monks from the Tenth Century crusades, who lived in the Temple Of Solomon and dedicated their lives to protecting the Holy Land from the Saracens. They were said to have committed hideous atrocities during the peak of their power, and also possessed incredible treasures, including the Crown Of Thorns and the Holy Grail! However, in the Fourteenth Century, to escape persecution by King Philip of France, their massive fleet vanished – taking their treasure with them!









Broken Sword's superb cartoon intro starts the plot rolling. Introducing the main character, George Stobbard, a californian enjoying a holiday in Paris, the action soon kicks in, when a street-performing clown steals an elderly gentleman's briefcase, before blowing up a cafe! As it turns out, this clown is a member of terrorist cult, the briefcase contains a medieval manuscript and George is plunged into a race to uncover the legendary power of the Templars!





SWORD



EAR CANDY!

The sound in *Broken Sword* has been carefully calculated. Music subtly underscores the dialogue and only surfaces at precise moments. Professional soundtrack directors used their experience of influencing peoples moods, to help lay out the soundtrack. For instance, on entering an alley, spooky music starts up to create an ominous feel. But on future visits there's no music, as this would spoil the initial sensation of dread. What's more, individual music bites were created for each specific situation. The composer, Barrington Pheloung (bless you!), who was responsible for music on Inspector Morse, Truly Madly Deeply and Nostradamus, claims he's put together enough music for three feature films!



CARTOON TIME!

Revolution has spent a considerable amount of time and money (over £1,000,000 to date) on making *Broken Sword* as cinematic an experience as possible. To this effect, professional filmmakers were consulted for the project. For instance, using a low 'camera' view was suggested over the more regular heightened angle, to give the player a greater feeling of 'being there'.
The incredibly detailed backdrops (of which there are over 80) have all been hand-drawn by a senior artist from the Don Bluth studios. These scenes were then coloured using a computer art package. The sprites were also hand drawn by a host of international artists, including some who were responsible for the likes of American Tail and Tank Girl the movie.



This shows how the scrolling hotel scene originally looks. Multiple vanishing points is sometimes required.



Original pencil art of an in-game scene.

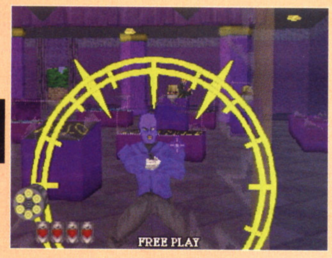


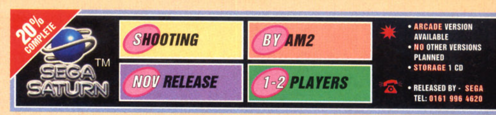
And the final computer-coloured scene. Magnifique!



NEXT MONTH... GO BREAK A SWORD!

We've almost solely ranted about the presentation of *Broken Sword*. However, the depth of gameplay is promised to be utterly superb! Something we're hopefully going to confirm when we review the game next month!





Sega have taken the wraps off the first of their big upcoming releases. And first of the first is nothing less than...

VIRTUA COP 2

Virtua Cop. It's a bloody awesome game! Those who criticise it as just a walk-through 'seen-it-once' shooting game, don't know what they're talking about. Played in Ranking Mode, it's one of the greatest highscore challenges around. Hanging onto your x9 score multiplier is one of the most fearful feelings a game can generate! And now *Virtua Cop 2* is set to take that sensation of terror further still! RELOAD!!







HELP ME!



Coin-op *VC2* features considerably more impressive graphics and a larger play area than its predecessor, and there've been doubts as to whether AM2 would be capable of pulling off as accurate a conversion as they did with the original game. However, from this first version, signs are very positive. Currently, the graphics are at a slightly lower resolution than you'd expect, and the sound effects seem ropey. With AM2's near untarnished reputation for quality though, it seems likely that this is merely because these are early renditions. Once all the parts of the game are in place, touching up the quality of the textures and improving the sound quality will be much easier. This is something AM2 did with the conversion of original *Virtua Cop*.



PRETTY BOLD, AREN'T WE?

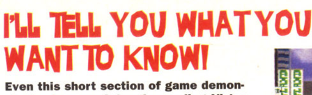
Revealed at the Los Angeles E3 show was a surprisingly advanced playable demo of Saturn *Virtua Cop 2*. Only half of the beginner's level was actually there, however the demo seems to have been specifically made for the expo, as it features all the on-screen indicators, the music, the sound-effects and the speech – things which aren't normally included until much later in development. And, aside from some minor missing details (the shootable road barriers, for instance), this whole section was basically complete! Plus, just to tease those dedicated enough to complete the section, the words COMING SOON appeared on-screen at the end!



A heart-stopping moment as rookie, Jayne Marshall, almost runs down some bystanders!



"Don't shoot!" they cry strolling across the screen.



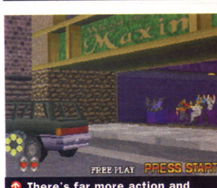
I'LL TELL YOU WHAT YOU WANT TO KNOW!

Even this short section of game demonstrates how much tougher coding *Virtua Cop 2* is going to be. The opening area leads into a spacious jewellry store, with multiple glass cabinets that can be destroyed. EVL gunmen run around an elevated balcony, and there are huge chandeliers that can be swung around when shot. This scenery manipulation, when used in the *VC2* coin-op, led to enhancements in Saturn *Virtua Cop* – the swinging hook on the level one warehouse being a prime example (it doesn't move in the arcade, just try it!).

Most impressive of all though, is the car-chase scene. This shifts the 3D backdrops around at an amazing rate, and there's masses of interactive scenery (all the cars can be shot to pieces). All these features are already present, which bodes well for other complex areas such as the train stage – which wends into the distance – and the panoramic Zeppelin hangar. The only noticeable criticism, is that the demo was running about a third slower than the coin-op. Considering the Saturn conversion of the first game actually ran faster than its arcade parent though, this isn't something we need worry too much about.



Will AM2 be able to fully replicate the windscreens flaking away?



There's far more action and more panoramic scenes in *VC2*. More complex texturing too!

SHOOT OUTSIDE THE SCREEN!

***Virtua Cop 2* is, of course, going to use the Virtua Gun, and the demo worked superbly with it. We've noticed that some of the coin-ops seem badly set-up, with the guns firing slowly or off-target. Saturn *VC2* though, is as rapid and accurate as the first *Cop* conversion. No problemo!**





Expect more destructible scenery than before! Oh yes!



Those signs up ahead provide Level One's route choice!



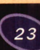


NEXT MONTH... MORE PUNK-SHOOTING ACTION!



Once the ball starts rolling on an AM2 conversion, big things happen every month. New stuff next month is guaranteed, as we build up to the autumn/ winter release!











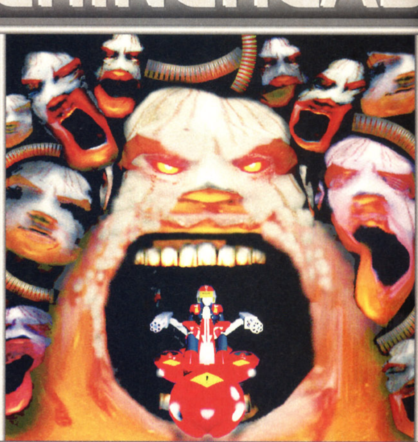
- PRICE TBC
- SATURN & PLAYSTATION VERSIONS PLANNED
- FORMAT - 1CD
- PUBLISHED BY CORE DESIGN
- TEL: 01332 297797



Of all the excuses for another 3D shoot 'em up, Core Design have invented the least plausible of all. But what the heck...

BLAM! MACHINEHEAD

Similar to how the red weed envelopes the Earth in HG Wells' War of the Worlds, *Machinehead* is a planet eating pest. Typically this is all the work of one mad scientist, which could amount to a lot of the same old thing – only, the cure this time around is a 'tastefully nude' woman sitting astride a missile. And, of course, it only makes sense that you adopt the role of this unfortunate gal. We know you're just dying to find out more.



I like to ride my Vorpal Blade

Her name is Dr Kimberly Stride, and she's strapped to this missile because a sick-in-the-head scientist named Orville (the geek) put her there. Originally Kim had planned to launch the missile herself, to waste the geek's nanotechnological parasite – aka Machinehead. But the geek caught her in the act, and devised a perverse little game: survive his traps and he'll free Kim, then terminate his creation.





Flying in a blue dream

The Vorpal Blade hovers just above the ground, and players – as Kim – have full 360° directional control. It behaves more like a hovercraft, as opposed to a ground-level jet-propelled aircraft. A cushion of air allows the VB to track the surface of any terrain as opposed to skimming above it. For example it's possible, to a degree, to rise up the curved walls of the Termite Warren. As you are no doubt hoping by now, the VB is loaded with flashy artillery:



The most awesome weapon is Disrupter, which powers three nuclear capsules into the air, which explode on contact to emit a wave of radioactivity!

We also like the IO-Storm – a temporary, localised electrical disturbance which obliterates all. This pic shows the after effects of that assault. Blam! Blam!

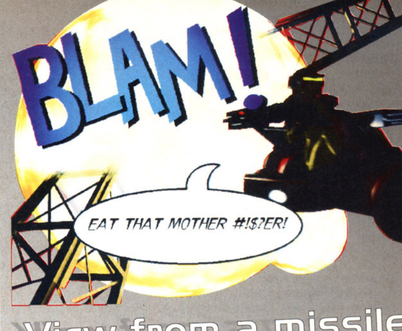
B-Movie buddies

As the game is a way off completion yet, the monster gallery isn't fully catered for. However a couple of them are worth mentioning at this stage. The spiders are pretty creepy, though not as realistic as those in Resident Evil. Better examples are the mutated creatures, presented as horse-headed machines, and a giant spider with a human head.









View from a missile

As you'd expect from Core Design, the landscapes in *Blam!* are pretty spectacular. Though not quite so spectacular as in Neon's *Tunnel B1*. You can see how it looks for yourself, but the fluidity of movement deserves crediting, if only because it had Paul reaching for a bucket. Only one level is properly constructed at the time of writing – the Train Launch – and this is the one shown in most detail.





Typical obstacles include this plane wreckage. You can use such debris as cover though, should you find yourself under fire.





I wanna hold your hand

Similar to Thunderstrike (Thunderhawk 2) from Core, there are 'assist' missions in *Blam!*. Again, as the code presented here is unfinished there is nothing as yet to show. However these roles include charging railway lines with electricity in order to kick-start a cargo train, then clearing a safe route ahead; the speedy rescue of a fellow agent from behind enemy lines; and the destruction of a spy satellite – routine Core Design game structure, only this time it looks much better.

HAPPY TRAILS

We'll leave Kim strapped to that thing for just one month longer, as Core expect to have *Blam!* turned around in time for review next issue.





It's PAY BACK time







PLATFORM | BY AMAZING STUDIO | SEPT RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- PC OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - OCEAN TEL: 0161 832 6633

Rendered FMV is almost standard in today's games, but is still distinctly separate from the game itself. Amazing Studio's plan is to merge the two... seamlessly!

HEART OF D

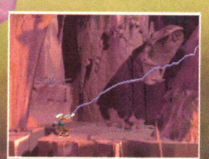
Elsewhere in this magazine you can find the review of Delphine's *Fade To Black* on PlayStation. A game which takes the pioneering mix of incredible cinematic visuals and platform gameplay from predecessors, *Another World* and *Flashback*, and turns it into an mind-boggling 3D adventure. On the flipside, we have *Heart Of Darkness* on Saturn. The brainchild of *Another World*'s creator, Eric Chahi (who left Delphine to start his own company – Amazing Studio), this game also aims to take the *Another World* formula and push it into new innovative realms. However, with *Heart Of Darkness* the basic platform formula has been kept, although that's not something you'd easily recognise. The visuals, you see, are simply awesome! Every bit as cinematically ground-breaking as *Fade To Black*, but which one will prove to be the true successor to *Flashback*?











All these are in-game shots. The quality is staggering!

HEART OF THE MATTER!

As you can see from the screenshots, *Heart Of Darkness* leans heavily into rendered graphics territory. Indeed, the game features some stunning cinematic scenes which unfurl the plot. The opening sequence shows the main character, a boy called Andy, misbehaving at school and being locked in a cupboard as punishment. Which, considering he's terrified of the dark, isn't very pleasant.

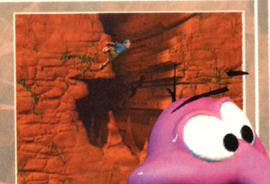


After school he rushes home to see his dog, which promptly scampers off into some darkness. Thus Andy has to face his fear by following his pet. So he rushes home, builds a rocket car and follows... into another dimension!



CAN'T SEE THE JOIN!

The actual in-game graphics are made up of rendered backdrops and sprites, which perfectly match the many SGI-generated intermissions. This cinematic illusion isn't ruined by start-stoppy loading times either. Amazing Studios have gone to great lengths to blend the two sections seamlessly. As the opening scene finishes (with Andy falling into a cave) so the game instantly begins. There's also a point, as you lead Andy up a cliff-face, where the FMV starts up. Suddenly we see Andy fall away from the cliff via an FMV sequence. However, this footage merges in as Andy is climbing. You don't realise you're no longer controlling him. That's how impressive the blending is.



This is the afore-mentioned cliff-face scene. It's still under player control here.

YET ANOTHER WORLD?

HoD's gameplay is clearly derived from the pioneering *Another World.* A straight mix of fighting baddies, reflex-testing manoeuvring and intricate puzzle-solving, all chopped together with cinematic scenes. So far it all looks to be shaping up well, but we hope there's more freedom to the gameplay than in *Another World*.





ARKNESS



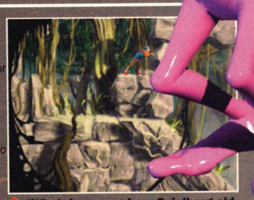
It's like Ed Lomas at work in his bedroom.

The in-game view is very much like that of Another World.



HEART CONDITION

While this may be one of the first times you've heard of this game, we've been waiting for it for a long time! *Heart Of Darkness* has been in development for nearly four years, and was originally scheduled for PC release over a year ago. However, Sega have secured the first-release rights for the game on Saturn, with PC now to follow. To date, the game is rumoured to have cost near £1,000,000 to develop. That's not without attracting its fair share of interest though. Both Steven Spielberg and George Lucas showed distinct interest in Amazing Studio's work at the recent E3.



"What do you reckon, Spielberg old boy?" "I like it, George, I really do."



"Just like Jaws, George."



"Remember Indy, Steve?"



NEXT MONTH... LIVE HEART EXTRACTION!

Currently *Heart Of Darkness* is scheduled for a September release, but we've got our doubts it's going to meet this deadline. If it does, expect a full review in one moon cycle!





It's almost criminal that a 3D-wielding machine such as the Saturn has yet to get a decent *Doom*-style game. Well, video games justice is finally going to be delivered via a game engine far superior to that of *Doom*!

Yes, this really is a light-sourced and fully texture-mapped scene on the Saturn!

EXHUMED

D*uke Nukem 3D*. If you read last month's review, you'll know we love it! Even with *Quake* imminent, *Duke* has managed to stand tall, thanks in no small part to its brilliant game engine. Why are we blethering on about all this? Well, *Exhumed* actually uses the *Duke Nukem* engine, amazingly translated onto the Saturn! Running as fast as *Duke* on a standard Pentium, *Exhumed* is a superbly impressive 3D maze shoot 'em up. This all bodes well for the forthcoming Saturn conversion of *Duke Nukem*. But who cares about that right now, cos *Exhumed* is shaping up to be totally excellent in its own right!

Not a distant giant floating spider, but a small spider leaping right into your face.

ENTER THE MUMMY'S TOMB!

To support its 3D maze-exploring, multi-weapon carnage fest, Exhumed has adopted an ancient Egyptian scenario. Each level is an ancient, temple/ tomb catacomb affair filled with THE TERRORS OF A THOUSAND YEARS AGO!! In the early five-level version we've played, these mainly consist of annoying red spiders, wasps and birds, with a couple of mad stereotypically-clad magicians appearing further in. Expect the usual mummies and probably Anubis though.


There's some neat hieroglyphic texturing to give the tombs that authentic Ancient Egyptian look.


When you want to move onto another tomb, you just go back to your camel – Bessie.

MUMM-RAH'S GUN STORE!

You can always judge these 3D maze games by the quality of the weaponry within. *Po'ed*, for example, featured meat cleavers and frying pans. CVG judgement: not good. *Exhumed* however, has a fair smattering of decent armaments that blend traits of *Duke Nukem* and *Heretic*. Being an archaeologist type, you start off with a machete and pistol., eventually acquiring the likes of a flame thrower and M-60 machine gun. Clearly though, the finished game sees you uncovering Ancient Egyptian artifacts of power on your journey. There's the Cobra Staff, which unleashes a deadly green spray. The Ring Of Ra gives you naughty groping hands that fire out red sparks. Most powerful of all though, is The Manacle. Charged up, it explodes a near-smart bomb













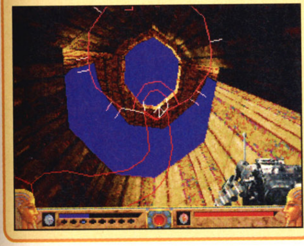




TUTANKHAMEN'S HANDY STREETFINDER

Maze-exploration is only fun if you know where you're going. Thankfully *Exhumed* solves this problem in a similar way to Duke Nukem, by allowing you to overlay a transparent map onto the screen. This rotates around, making sure you only steer upwards, making it very easy to negotiate even the most complex tomb.

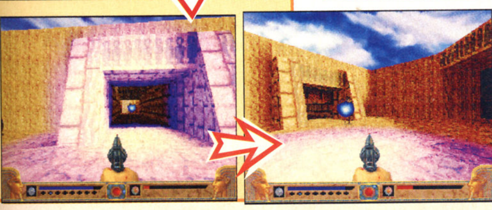




LOOK, LIGHTING EFFECTS OVER HERE!

Exhumed's most impressive feature is its lighting. When firing off your weaponry, the walls glow accordingly. It's particularly chilling when an enemy launches a fireball at you. Even outdoors it lights the floor up. Brilliant, and more proof the Saturn can do lighting effects.





NOW WITH ADDED NECK!

One factor that makes the *Duke Nukem* engine far superior to *Doom*, is its ability to put one floor above another. Thus *Exhumed*'s levels are quite complex. Moreover, you can look up and down. Great for looking at the lovely Egyptian sky.

Wow, you can look up this lift-shaft as you descend. Watch those spiders don't drop into your mouth though.

NEXT MONTH... EXHUMED UNWRAPPED

Sega are publishing *Exhumed* on Saturn themselves, which is surely a good sign they're impressed by it. If it features the level of ingenuity and action that marked *Duke Nukem*, we could have a winner here. Review next month hopefully.



PLATFORM | BY OCEAN
JULY RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - 1CD
- PRICE- TBC
- PUBLISHED BY OCEAN TEL: 0181 8326633



Cheesy the rhino. No, that's not right. Cheesy the baboon. Nope. Cheesy the Duck-billed platypus. You know, somebody had so much fun giving this new character a name, they almost forgot to give him a game.

CHEESY



By the skin of his rodent incisors, Cheesy the Mouse (couldn't have thought of a more appropriate name if we tried) kind of slumps into some kind of platforming role. Whatever his creators were thinking at the time, the categories marked 'original' and 'ground-breaking' were not among those recognised as worthwhile. However 'successful formula' and '3D' would seem to have been flashing in neon. Popular opinion is that Cheesy is an okay mouse. We're reserving judgment until next issue, and finished cheddar code on a CD. Meantime a formal introduction is in order.

IT'S CHEESY!

The delights of the Cheesy storyline we'll pass on next month. In this short space, centre stage should go the mouse himself. Go Cheesy!



CHEESY WANNA GO

Stages are accessed by directing your charming, yellow, 3D polygon mouse to an area marked with an arrow. These sections are real-time 3D, with fixed view points.

CHEESY DO BANG



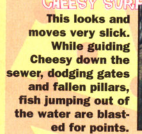
Initially *Cheesy* lives up to his namesake and bounces on the heads of enemies. Armed with a gun, Cheesy no longer needs to bother as much.

CHEESY ONNA MINECART



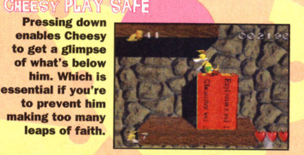
Another attractive 3D routine here, where players adopt a Cheesy-eye-view to tackle the obstacles ahead. Lean left or right to steer the mine cart.

CHEESY SURF MOUSE



This looks and moves very slick. While guiding Cheesy down the sewer, dodging gates and fallen pillars, fish jumping out of the water are blasted for points.

CHEESY PLAY SAFE



Pressing down enables Cheesy to get a glimpse of what's below him. Which is essential if you're to prevent him making too many leaps of faith.

CHEESY DOWN BELOW



This stage is a cross between *Micro Machines* and *Smash TV*, minus the cars and classic shooting action. Cheesy walks and fires in whichever direction is pressed.

CHEESY FMV

Why Cheesy is required to perform all these crazy capers is explained via high production computer animation sequences. Inevitably one is used to set the scene before even starting the game. From then on they crop up to illustrate the transition from one predicament to another. Care to know how *Cheesy* winds up with that gun surgically attached to his arm? The FMV reveals all.



Whaddya know! There are secret areas too. Not very big ones mind.

CHEESY OR WHAT?

Yes. The gameplay in *Cheesy* is much like everything else experienced countless times before. Still this could be what Ocean are aiming for – virgin territory and all that. Everything else we could say at this point would be bordering on an opinion of the game's quality. For that you must wait for the review. Can't wait.



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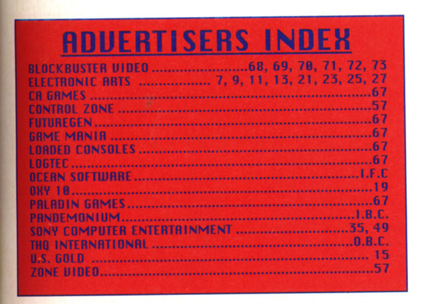
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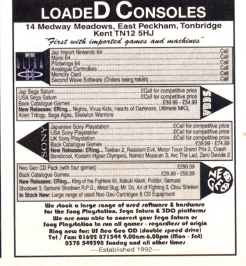
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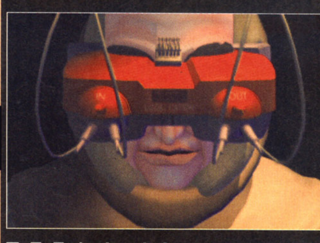
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ADVENTURE | BY SCE (JAPAN)
JULY RELEASE (JAP) | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 3 CDS
- PUBLISHED BY - SONY
TEL: N/A

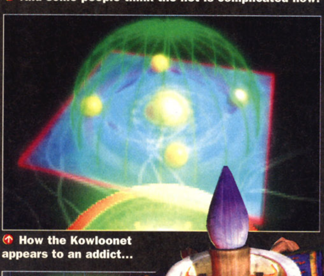
Amazing-looking game! But it is the deep philosophy behind *Kowloon's Gate* which could shake your world to the core. "From Symbol to Expression", according to Director Nakaji Kimura, is the project's foremost objective. Ommm...

KOWLOON'S

We've heard of games transporting players temporarily to an imaginary place. But permanently alter someone's life philosophy? That's an altogether more serious proposition. Yet the only way to succeed in *Kowloon's Gate* is by adopting the Chinese art of feng shui, by which students learn to manipulate the currents of power believed to govern the earth. More specifically these are said to represent the ancient spirits of four sacred beasts, linked to the geographical features of north, south, east, and west. Assuming the credential "Feng Shui Master" doesn't feature on your CV, what are your chances in this cyber-punk vision of Hong Kong?



And some people think the net is complicated now!



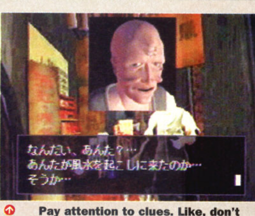
How the Kowloonet appears to an addict...

STRANGER IN A STRANGE LAND

In order to convey the rich storyline of *Kowloon's Gate*, Sony adopt two of the most popular forms of explorational gameplay: JPEG and real-time. This Combination lends a unique feel to *Kowloon's Gate*.

JPEG DUNGEONS

These develop Warp's successful concept as used in *D*, and their forthcoming game *EO* (*Enemy Zero*). In the case of Sony's game, loading times are improved to an extent where they go unnoticed. A Yin Yang styled cursor directs your path. Click on the place you wish to go, and an animated sequence depicts the transition from one area to another. The adventure takes shape under these circumstances, with all conversation and interchange of key items between characters occurring here.



Pay attention to clues. Like, don't visit this man's barber!



Hermaphroditic Wig. Whoever wears this may choose to become a man or woman. We dare not imagine its practical uses.

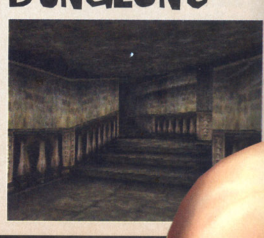


Mercury. According to the Taoist philosophy mercury is valued highly by their alchemists for its potential to enable immortality.



REAL-TIME DUNGEONS

Once all the requirements are met in one section of the JPEG dungeon, gameplay continues in a 3D polygon environment. Enemies are encountered, and important items are found. Accomplishment of the given task in this situation is made easier by the presence of four Kowloon Navigators, professionals who know every corner of these dungeons. However the only way to employ their services is by making contact via the Kowloonet – Kowloon's electronic communications network.





GATE

FENGS YOU SHOULD KNOW ABOUT

You ought to be familiar with the Chinese symbol for light and darkness living in harmony – the Yin Yang. As explained earlier, the events which transpire in *Kowloon's Gate* are wider reaching than lining the hero's pockets or getting the right girl. No, the ultimate task is to redress the balance of feng shui in the world so that the Yang, the dark side, does not overcome the light. To further help you solve the mystery, the first important item required is a Lao-pan. This seeks out the locations of the four mythical sacred beasts said to symbolise the currents of power which course the earth.

SUSS THE GUILI'S AND MAKE THEM FLY

Evil which inhabits the city is referred to as Guili. Apparently no Guili launches a physical attack, but they do hinder progress. The trick is to find the route of this evil in order to destroy it. Guili does manifest itself in the form of evil spirits however, and that's when the game's exotic battle system – involving panels of Chinese Kanji arranged in a circle – kicks into play.



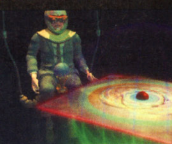
As kids, Sony's artists must have had a really tough time with kitchen utensils.



Ugh! This Guili really is grotesque! See if you can make out the various parts.



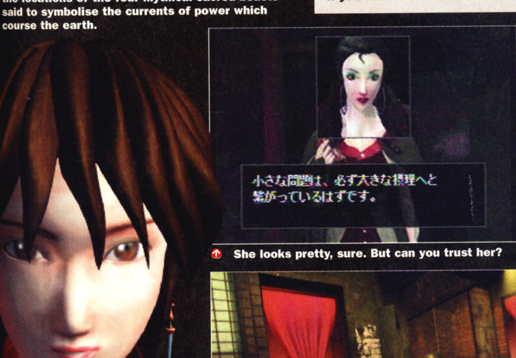
Antisocial? Me? Sod off!



I'm six-feet tall with...







She looks pretty, sure. But can you trust her?

@kowloon.com.yin

Once an access card is in your hands, Kowloonet opens its cyber corridors to explore. Here is where much of that walled city's status is discussed openly, so is a gold mine of helpful information. It's also a great place to make contact with "Netizens" who might affect the course of your adventure. Dungeon Ushers, for example. Some important characters will only talk through the Net – you can't meet them anywhere else. Plus extended time on the wire triggers a new series of events. Basically it pays to get hooked.

SET TO STUN?

Sony have announced a July release date for *Kowloon's Gate*. So CVG ought to have an imported version in time for a good play through next month. This gives you just enough time to raid the library for every book on Chinese philosophy you can reasonably digest!





70% COMPLETE

PC CD ROM

AERIAL BLASTER | BY CRANBERRY SOURCE | JUNE RELEASE | 2 PLAYER

- PLAYSTATION & SATURN VERSIONS PLANNED
- STORAGE - 1CD
- PRICE- TBC
- PUBLISHED BY: PHILIPS MEDIA TEL: 0171 911 3000

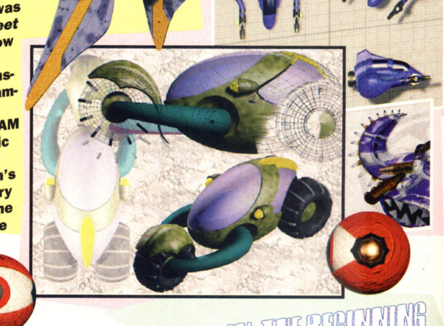


One of the industry's most celebrated names has returned, with the product of over 15 years personal research into the very essence of gameplay. Plus some very interesting technology which allows it to happen.

QAD QAD QAD
Quintessential Art of Destruction

During the 1980s, being the coolest on *Choplifter* was akin to being the hottest player on the latest *Street Fighter.* Sure *Choplifter* is basic, but as we all know the simplest games often develop the most complex strategies Now the essence of *Choplifter* has been transported into whole new universe, thanks to computer gaming legend Jon Ritman – responsible for *Matchday,* it's sequel, and *Head Over Heels.* Jon also authored the GLAM development system for Rare, which enabled the classic *Donkey Kong Country* series to take shape.

Quintessential Art of Destruction (QAD) is Jon Ritman's first game to be released by his own company, Cranberry Source. Co-founder Jon Cook, who has represented some of the biggest names in games, invited CVG down to the CS offices.





CHOPLIFTER FOR THE 90S







No need to worry about the storyline too much with *QAD.* The idea is simply to collect 75% of hostages roaming some alien landscape, from the luxury of a cool spacecraft. And it doesn't matter if you shoot 25% of them to make it easier! As well as the anti-aircraft fire, adversity takes the form of another CPU or player-controlled spacecraft with the same mission objective as you. It's simple, but frantic as heck.

Beyond Landscape

Not polygons or voxels here. Jon's proprietary technology allows for superior Depth-Cuing and greater detail at closed-range. Backgrounds scale fluidly into the foreground, and the overall effect is more natural than badly clipped polygon landscapes.

ENID

Generates random scenarios for games – a 'dungeon keeper' of sorts. In *QAD* this applies to the ridiculous storyline which changes each time.

IN THE BEGINNING

What you're looking at on this page is a completely new game technology, invented by Jon Ritman. It's not specific to *QAD,* meaning Jon intends to apply Beyond Landscape™, Polar Sprout™, and ENID™ (Engine of Narrative Invention and Destruction) to other CS titles in development.

Polar Sprout

Jon wanted *QAD* to introduce hundreds of enemies into the battle, so created his own graphics engine to do the job. Polar Sprouts are described by Jon as 3D sprites, and are the end product of placing a complicated 3D polygon, fully texture-mapped model transformed by the new engine. That way Jon retains all the detail, and all the action he needs.

QUINTESSENTIAL COVERAGE CONTINUES

Once CVG has *QAD* to toy around with for any length of time, we'll bring you more in depth coverage. Hopefully to discover that Jon Ritman has returned to glory. The promise is there, and *QAD* is only the beginning.





95% COMPLETE

SEGA SATURN

ACTION GAME | BY SONIC TEAM | SEPT RELEASE | 1-2 PLAYERS

• IMPORT VERSION AVAILABLE
• NO OTHER VERSIONS PLANNED
• STORAGE 1 CD

• RELEASED BY - SEGA TEL: 0181 996 4620

By the time you read this, *NiGHTS* will have already been released in Japan! We've played a near-finished version of Sonic Team's masterpiece, and now we're gonna tell you all about it! Face the G-force and scream!



Hard to believe it was only two months ago that we showed you first pictures of this incredible action game. But in this short space of time, events have progressed at an mind-boggling rate. And nothing has been more surprising – or exhilarating – than the news that *NiGHTS*' Japanese launch date is (or in your case – was) the 29th June, not September worldwide as we were previously told. Suddenly, this abstract dream-flying concept has become a full-blown rollercoaster-pinball-speed-challenge! If this is what Sonic Team's dreams are like, they must wet their beds every night and have shot-white hair. If Sonic could fly, this is how it would be – with a rocketpack strapped to his back!!

AN EXPLANATION IN FULL!

From what we can gauge, it seems some people's conception of how *NiGHTS* plays is a good deal different from the actual thing. Maybe we haven't explained it clearly enough, or perhaps you've been reading the wrong magazines. Whatever, with the final in-game features now present, we can clarify the situation. It's all a lot simpler than it looks!

THOSE PESKY KIDS!

As we've explained before, when playing as either Claris or Elliott you have total freedom to wander around the 3D landscape. However, the only real objective here is to follow the arrow, find NiGHTS, and take to the air!



Off you go, little fella. Go and find NiGHTS!

She's heading the wrong way!



Caption in here. in here. in here cap

HOW NiGHTS IS CONTROLLED!

Once NiGHTS is located (which isn't very hard), the kid merges with him and the game proper begins. This is the bit people seem to be getting the wrong idea about. The gameplay here ISN'T 3D! NiGHTS can fly left or right, soaring around the screen in a fashion similar to Ecco the Dolphin!



The analogue D-pad provides an amazing degree on steering control!

PLEASE SELECT A RACE COURSE!

These pictures should give you a better idea of how NiGHTS operates. He basically flies around a set course. Within this circuit he's free to move up and down, but can't actually move into or out of the screen unless the course leads that way. There are four courses to each level. Once NiGHTS completes one, he immediately moves onto the next. Course maps, like the ones seen here, can now be viewed before each level, together with the best completion score for each one. It's like Time Attack all over again!



Amazing looking levels!

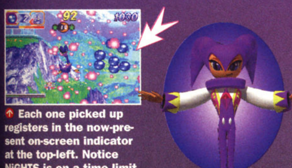


WHAT YOU DO!

Perhaps you think this whole course concept sounds a bit naff. Perhaps you want NiGHTS to steer around in total 3D. Well, you don't know what you're talking about! This game is so fast-paced and manical that if you could go where you wanted, you'd be completely lost. The horizontally-scrolling gameplay though, is essential to give the game a *Sonic* speed-test feel. It's all about racing, collecting and performing flashy stunts. Here's a rundown of the *minimum* requirements of each course.



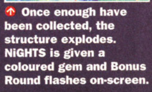
NiGHTS is off! His mission: to collect silver balls (signifying dream energy) dotted around the course.



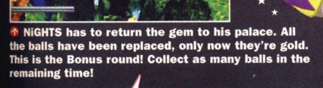
Each one picked up registers in the now-present on-screen indicator at the top-left. Notice NiGHTS is on a time limit.



The balls need to be dropped off at this floating structure. A meter appears to show how many more balls are needed.



Once enough have been collected, the structure explodes. NiGHTS is given a coloured gem and Bonus Round flashes on-screen.



NiGHTS has to return the gem to his palace. All the balls have been replaced, only now they're gold. This is the Bonus round! Collect as many balls in the remaining time!



Back at the palace! Your chips (gold balls) are counted and performance rated (it's not A, we just took the picture as it spun round.). Course Two opens up.

At the end of the level your overall rating is calculated from your course average. A dismal D in this case. Never mind, onto the boss...

MORE THAN MEETS THE EYE!

There's far more to *NiGHTS* than just the basic objectives. All manner of score-multiplying tricks and secret rewards can be uncovered. We won't even pretend to understand everything we've seen. Things just happen! Wait until next month though!



Collecting chains of anything, or flying through rows of rings is rewarded by 'Link' scoring. You can loop around objects too, to suck in a chain of points.



This stunt ribbon is ace. The music changes and for a brief time tricks are rewarded. Loops, figure-eights, fantastic sixes, dances – reckon you're up to it?



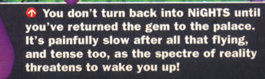
Certain actions yield icons. Expect something similar to the awesome *Sonic 3* power-ups.

OUT OF TIME!

If time runs out before the course is completed, NiGHTS separates from the kid, who falls, losing their silver balls. You now have to steer them about, picking the balls up and delivering them to the structure.







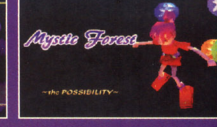
You don't turn back into NiGHTS until you've returned the gem to the palace. It's painfully slow after all that flying, and tense too, as the spectre of reality threatens to wake you up!

ALL THE LEVELS FINALLY REVEALED!

And we've got names for everyone of them! For each kid, there are three levels which have to be completed in order. Bizarrely, when you complete each one the game finishes and you have to go into your saved position to play the next one. We've yet to see each level completed at C or above. Our reckoning is, if you do, secret goodies are revealed. Meep.







SPRING VALLEY



Land hangs magically above. As NiGHTS rotates around a rock the screen spins about!



Definitely the most beautiful level. Rainbow in the distance, waterfalls you can splash through.



NiGHTS is blasted up to the next bit of course, as leaves swirl about him! It looks brilliant!



MYSTIC FOREST



Claris can wade through the murky swamps. On foot the levels are too vast!



Bouncing off the vines accelerates the action!



Collect enough stars on a certain section, and this vault opens up.



...revealing a bonus cave complete with stunt ribbon!



SPLASH GARDEN



Massive water bubbles hang in the sky. When NiGHTS passes through them, he briefly gains flippers!



But that's nothing compared to the full-on underwater section.



A strong current sends him through an into-the-screen tunnel section.



There's a brilliant bit where the game switches to a top-down view. Look, it's a working flower-garden clock!



CHECKPOINT 1: CONTROL SYSTEM

It's amazing the difference the analogue pad makes to controlling NiGHTS. Delicate spins and twists can be performed. Plus, the L and R buttons can be used for different techniques. You wait, real *NiGHTS* masters will wield amazing control!



You can make him brake, flick up his leg, roll over. Beg for food.

CHECKPOINT 2: A-LIFE

We've witnessed brief examples of Sonic Team's Artificial Life system. Little Nightopians were born. We wiped out a few of them. They played us tunes and, best of all, a hill grew in front of us. Living landscape!.



These guys are your friends. But you can kill 'em if you want!

FROZEN BELL







Bobsleigh madness!



Check out this train...

It pulls into the station and look, little Nightopians are waiting and waving!



The incredible icy landscapes of the Frozen Bell look incredible. Realistic terrain with surreal objects thrown into the mix!

THE SOFT MUSEUM



This level is amazing! The floor warps and ripples like it's made of rubber.

And wait until you go inside... The Soft Museum!



The characters are light-sourced. And look, misting effects too!

STICK CANYON



Industrial madness that wees on Sonic's Chemical Plant Zone.

And you haven't seen the bit where NiGHTS gets magnetised and everything sticks to his body. Nuts!

CHECKPOINT 4: BOSSES

We've already revealed two of the bosses, a giant snake and a fat woman called Puffy. Now meet Reala, NiGHTS' opposite and equal. A scary boss, who we'll cover more next month.



Evil, evil, evil, evil, evil, evil.



Please win NiGHTS!

CHECKPOINT 5: TWO-PLAYER!

Yes, there's a split-screen battle option! We're not going to reveal too much, but just look who you get to play!



Arch-rival combat in the very heart of Nightmare! Great stufF!

CHECKPOINT 3: MUSIC

NiGHTS' music is classic Sonic stuff, only better. The tunes really do change to suit the tone of the action, switching from cutesy pop sounds to doodly jazz, to funky guitars. Increases the madness!

NEXT MONTH...

YOU AIN'T GETTING NO SLEEP!

The import reviews of both *Mario 64* and *NiGHTS*! But for all their surface similarities, take our word for it, these games are leagues apart. *NiGHTS* is unlike anything else. Next month, CVG is going to crack the very planet!



PLATFORMER | BY NAUGHTY DOG | OCT RELEASE | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SONY TEL: 0171 447 1662

Pack away your breakable objects, lay down a bit of old straw and put a bucket out to collect his dung. Yep, the all-new PlayStation superstar has arrived. Meet Willy the Wombat. Hyuk-hyuk-hyuk! Burp.

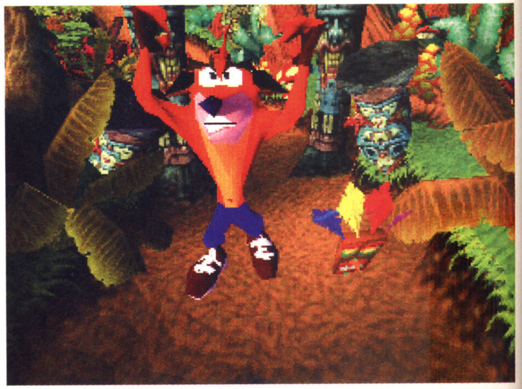
CRASH BANDICOOT



Nope, we haven't made a mistake. That's what he was originally going to be called! Whether Sony intend it or not, Willy the Wombat AKA *Crash Bandicoot* is being set up as the PlayStation's hot new platform star. Now we'll be honest with you. When we first saw the chap – googly-eyes, tongue lolling out, bandy-legged gait – we weren't exactly impressed. Thoughts of a hokey hilly-billy voice, matching bandicoot girlfriend in blonde wig, and evil professor-type villain (who kidnaps innocent animals) filled our minds. And we were right on all accounts. Yep, *Crash Bandicoot* is totally predictable, except in one respect – we didn't expect it to be fun, which it is! G-g-golly! Hyuk!

WALKING THE DOG

From the screenshots, you may think *Crash Bandicoot* is competing with *Mario 64* and *Jumping Flash 2* in the 3D platform game stakes. But no. While the graphics are polygon-generated, the gameplay is definitely of the 2D variety. Classic running-in-one-direction stuff, dodging obstacles, bashing baddies and smashing open crates. However, to add a new slant to the traditional proceedings, the game is split into two linear styles. There's the usual running from left-to-right routine and, more commonly, a 'follow the path into or out-of the screen' affair. Don't be fooled by the different angle though, you can't go lumbering off through the foliage!













Despite its linear gameplay, the views in CB are stunning. This waterfall pans below in awesome 3D!





RUNNING LEVELS!



Rolling wheels are just some of the obstacles.



A fork in the stage. W-which way, hyuk hyuk?



Oiv finished da level. Gee, golly, shucks, snuffle.

MANOEUVRING LEVELS!



The side-on stages give a wider view of the action.



Flames and spiky pillars. The usual stuff!



The backgrounds are still impressively 3D.

THE MAP!

Sine the days of *Mario World*, it's been the done thing to have a stage select map. Crash can backtrack and redo any levels he's already completed. Useful for going back to get extra lives. The 3D spinning island is impressive too, although in the early version of the game we've seen, it takes time out to load it in!!



BANDICOOT ATTACK!

Crash Bandicoot is clearly a game that intends to appeal by being completely familiar. Anyone who's played ANY platform game before will find Crash an immediately controllable character. He has a spinning attack similar to Tazmania, and jumps like Cool Spot. Which, of course, doubles into a stomp attack for popping baddies or busting open crates.



Spinning for a few seconds, he can be guided like a spinning top.

Good for exploding walls of crates, revealing loads of fruit!



A nice flip-jump from the *Cool Spot* school of bendiness.



In this instant, he's gone and jumped on a TNT crate, Typical.

FRUITS OF THE FOREST!

You can't be a platform character and not have things to collect throughout each level. So Crash collects... fruit. Papua New Guinea Peaches or something. And yes, you get extra lives if you get enough of them



PIG-RIDING FUN!

Most of the levels we've played were jungle path levels, with a few Aztec-style fortress stages in-between. However, the finished version promises 28 stages with six bosses. From early sketches we've seen, family favourites such as 'the minecart level' may well surface. The best stage we've seen so far has Crash riding a wild pig at speed!



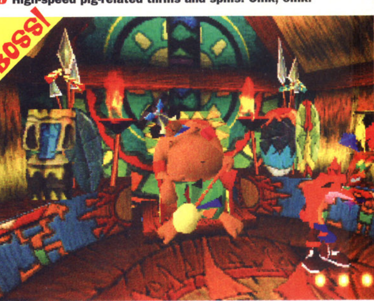

River-negotiating, lily-jumping shenanigans.



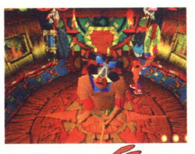
Indiana Jones-stylee ball-escaping escapades ahoy!



High-speed pig-related thrills and spills! Oink, oink!



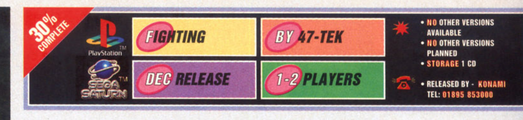
Papu Papu, the first boss, tries to whack you with his staff!




NEXT MONTH... BANDICOOT SEASON!

Although the version of *Crash Bandicoot* we've seen, seemed nearly complete, the game isn't set for release into around October, to coincide with the pre-Christmas rush. Nonetheless, we'll keep you informed on any developments.





For over a decade, Konami has pushed back the boundaries of video games. While the company is establishing itself as a leading sports game developer, Konami is best known for amazing action games. Now, on the 32-bit systems, they're back with a vengeance!

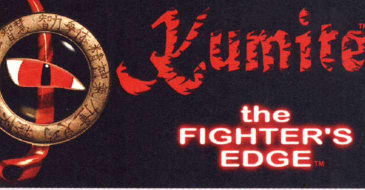
While Paul was over in America to cover E3, he was invited by Konami to take a look at two key titles in development. This involved visiting 2nd-party developers 47-Tek in San Francisco, then a further pilgrimage to the sacred in-house R&D at Chicago. In both places our intrepid Editor had his eyes and ears well and truly blasted! Here's what he came back with.

KONAMI R&D





Why would a huge company like Konami assign a major project to a little-known San Francisco development team? Well, it started when Konami decided to publish their own 3D fighting game. But not just to equal *Tekken* or *Virtua Fighter*, but to produce the world's first true 3D fighting game. 47-Tek have been breaking a lot of ground with 3D technology for almost three years. They also share a combined total of 35 years experience within the various martial arts disciplines, and profess to a "long-time fascination with Japanese animation and science fiction." You could say that 47-Tek have a destiny to make this game. It's title? *KUMITE!*





This is Karambi, who was raised by hunting cats.

Here's some real fighting action from *Kumite*.

To date nobody has explored 3D fighting in the way that 47-Tek have with *Kumite*. For Director Derek Mitchell, himself a third-degree black belt in Tae-Kwon-Do, it is important that his game portray martial arts in their truest sense. To this end 47-Tek have concentrated on developing these key factors:











"WE ARE WOEFULLY UNHAPPY WITH MOST FIGHTING GAMES ON THE MARKET. LOOKING AT IT FROM A MARTIAL ARTIST'S STANDPOINT. PRIMARILY BECAUSE YOU DON'T HAVE FREE RANGE OF MOVEMENT." DEREK MITCHELL, 47-TEK











X-ING

In any form of one-on-one combat, it is never the case where moves take place on a 2D plane. The most sensible thing to do when being attacked is to side-step out of the way. Those who know what they're doing may side-step toward, or away from their opponent, then execute a technique of their own. This is called X-ing because if the action were viewed from above this is the pattern you would see. Introducing this crucial element has enabled 47-Tek to clearly distinguish *Kumite* from any other fighting game out there.







SPECIAL FEATURE

X-ING IN

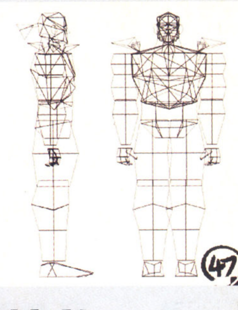
Imagine that the opponent is throwing a punch with his right arm. A savvy fighter may 'X' forward and to the right, stepping in to hook the attacker with a left to the stomach.



X-ING OUT

Moving away and to the side from an attack leaves fighters with some entertaining options. You could trip someone who has gone for a high kick. Or retaliate with a powerful hook or roundhouse.





"OUR ARTISTS HAVE TO KNOW HOW A BODY MOVES, BECAUSE WE'RE NOT USING MOTION CAPTURE."
DEREK MITCHELL ON WHY ALL 47-TEK DESIGNERS ARE REQUIRED TO LEARN MARTIAL ARTS.

KATA FRAMING

The world's best fighters are able to confuse challengers with misleading techniques. 47-Tek have identified three key elements to any attack: the Salute, or Ready position; the Transitional; and the Finish. For *Kumite* to imitate a true martial artist, and to enable players to tap into this way of thinking, 47-Tek have mapped these three stages into all moves for all characters. This technique is called "Kata Framing", where three frames are used to plot a move, and the computer interpolates all the rest. Essentially this allows players to custom their moves on the fly, according to Derek "Every move in the game can be transitioned into every other move." For example, a Side Kick to the stomach shares the same transitional as a Push Kick to the face. Users can interrupt one with another from the second frame. "If it looks like a front kick, but hits like a round kick, then you get a point. That's the way to win."

Another advantage of these transitional positions is the possibility of withdrawing altogether, and switching to something completely different. In order to achieve this, Derek and his team chose not to motion capture the routines, and instead relied on their combined knowledge to painstakingly plot all the key positions for all characters.

INJURY

Kumite's advanced hit detection system allows for all fighters to sustain damage. When a comparatively weak area is targeted by a powerful strike, it will become visibly bruised. Similarly in weapons-based combat, puncture wounds will occur. In both cases the damage temporarily handicaps a fighter



These pictures show how the characters get visibly injured during the fights.



CHARACTER ASSOCIATION

47-Tek recognise how important it is to invent characters which players will care about. *Street Fighter*, *Tekken*, and *Virtua Fighter* all feature personalities that we can identify with or respect. That's why Derek and his team intend the *Kumite* challengers to boast a similar charismatic appeal. While at 47-Tek Paul was introduced to the two lead male characters.



MARSHALL

As you can see, Marshall is very proud of his Native American heritage. At the time of entering the tournament, this ex-Navy SEAL is working for the CIA as an undercover agent, busting drug barons and the like. "Of course the Mohawk's not regulation. But they make allowance for him because he's such a badass!", explained Derek.

Marshall's distinctive fighting style owes everything to time spent with the best Capoeiria Maestre in Rio De Janeiro – this after being inspired by watching his captors practice after being imprisoned in a South American hideout. He escaped during a raid. Marshall's technique is coloured by his early training in the art of Savate, which his father had learned from a French foot soldier in WWII.

Rated alongside the other competitors, Marshall is noticeably the most balanced character. He is good at close-quarters exchanges, and his acrobatic skill is second only to the female character Lu.









Here's Marshall demonstrating his high kicks.



KARAMBI





Created to be the bad guy of the tournament. Also 47-Tek used Karambi to demo the weapons element of *Kumite*. This character derives his name from his chosen tool of destruction: "Tiger's Claw", aka the Karambit. This is a sharp hook which protrudes from between the user's fingers, and is used to tear or drag opponents painfully around. At last year's *Kumite*, Karambi emerged from the Sumatran wilderness of Indonesia to become the champion.

This mysterious character's origins are all explained as rumours, one of which tells of his being raised by hunting cats in the jungle before being taken under the wing of a legendary Penjat Silat Pandekar (Master). The rumour continues with Karambi having his lessons based around the natural grace of a tiger in the hunt. The result: "a perfect warrior, with the ferocity of a Bengal... tempered by years of Martial discipline.

To guarantee his chances of retaining his title, the six feet five inches tall, 250 lbs warrior has studied other Martial disciplines – among them the softer Kung Fu styles such as Hop Gar, and Tai Chi Chuan. He has adopted elements of each for his own repertoire, but the intention is that nobody can surprise him!





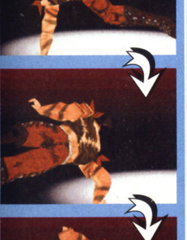
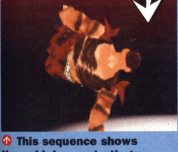










This sequence shows Karambi demonstrating a selection of his attacks.

ADDITIONAL CHARACTERS



Though Konami are limiting the amount of information to be released on *Kumite*, we are able to reveal something of the other fighters in the game. Remember these models are "place keepers" meaning that they are very early mock-ups. – in fact they only took seven days to complete in time for E3!

MASTER LO

CHINESE KUNG FU STYLE.
Can take on armies using his Shaolin training.



LU

WHITE CRANE.
The original Chinese super-heroine, raised by monks.



KIM

TAEK WAN DO
Fights to the tune of Korean disco.

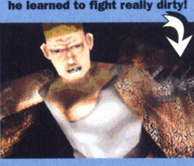


MORGAN

AMERICAN KEMPO STYLE.
Flashy American Kick Boxer, complete with Stars and Stripes!

REESE

TYSON/ROCKY STYLE BOXER.
Spent some time in prison where he learned to fight really dirty!



YAMASHIDA

KENDO AND KEMPO (WEAPON = BOKEN)
Sophisticated Japanese business woman.



"TRUE-TO-LIFE MOTION, THAT'S WHAT WE ARE TRYING TO CREATE. CHARACTERS SETTING THEIR FEET ARE READYING THEMSELVES FOR THE NEXT MOVE. ONLY OLYMPIC GYMNASTS CAN FLIP AND LAND LIKE A CAT - NOT SETTING THEIR FEET A SECOND TIME AFTER THEY'VE LANDED. ONE OF OUR CHARACTERS WILL BE ABLE TO DO THAT; LU. SHE PRACTICES ON PYLONS SET IN THE GROUND."

OTHER UNIQUE KUMITE FEATURES

- 8 sets of four moves for each character (sequences) - plus more - but user can create their own. eg Reese hook, hook, straight punch, and uppercut, when moving forward.
- Pitch and Sway algorithm – is the character in balance or not?
- Dynamic sound, relevant to the position of the fighters in their environment.
- The only fighting game that allows users to switch stance without attacking.

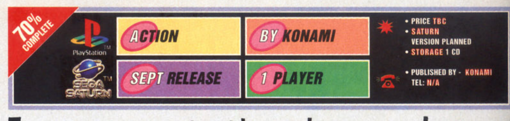












Two years ago, at a time when many Japanese software publishers were abandoning America for their home market, Mr Kagemasa Kouzuki – president of Konami Company Ltd – decided to stay…

KONAMI COMPUTER ENTERTAINMENT CHICAGO (KCEC)

What everybody else saw as the end, Kouzuki-san regarded as an exciting beginning. If the Western world couldn't stomach another *Goemon* adventure, they could have *Tiny Toons* instead. Konami knew all about creating fantastic games, it was just a matter of getting the cultural 'thing' right.

Last year Konami Computer Entertainment Chicago was established, to nail the US market once and for all. Including Europe. Previously the Chicago building was a site for coin-op development (*Lethal Enforcers*, *Run and Gun*, etc). Now the consumer software division, under the presidency of Kenneth Dirnberger, is growing to meet the demands of 32-bit console and PC CD-ROM players. In just two years KCEC will grow to number approximately 200 people dedicated to research and development of awesome games. During our visit they were already laying cables, and creating extra space.

Already KCEC has had enormous success with their first title – *MBLPA: Bottom of the 9th* (produced by none other than Masahiro "Mitch" Ueno of *Castlevania IV* fame). But the wholesome family entertainment values of a great baseball game couldn't be further away from KCEC's next offering.

PROJECT OVERKILL

What was originally planned to be the 32-bit incarnation of *Contra (The Maelstrom Wars)* soon began to take on a diabolical life of its own. Instead of a two-player action game for boys, *Project Overkill* is now a blood-thirsty, one-player psychothon, guaranteed to earn itself an MA rating on release.







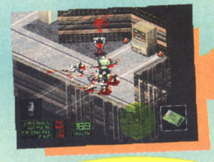



AT WAR WITH THE GALAXY!

Given a few more centuries, mankind is sure to find itself stepping on tentacles as well as other peoples' toes. Meaning it is more than likely that a planet not unlike the fictitious Viscera 5 will turn its armies against us. The way Konami's *Overkill* team see it, earth will be battling the Viscerans for domination on a galactic scale. But ultimate victory requires cold strategy. Which is where the four player-controlled characters enter the picture – a 21st Century SWAT team under no restrictions.



Their mission: to cleanse the known universe!





ALTHEA TIMMERON
EXPLOSIVES EXPERT
Players adopt a tactical approach with this female 'Transhuman' character. She's quite weak.

JENDRYK ESPION
ASSASSIN
Begins the game armed with a knife, useful for slitting Viscerian gizzards. Stealth is his forté.



LANSLOW KREEG
ARMSMAN
The most evenly balanced character in the game. His weapons power-ups are the best of all.

QUOGG S'SENTHINON
INFANTRY
He's slow but weaker enemies are foolish to catch him up – Quogg is powerful beyond belief!



POWER CULTURE

Ultimate success requires players to complete the game with all four characters in one piece. Each time you elect a merc to head into action it's a win or lose situation: Win, and they emerge with an amazing compliment of weapons upgrades. Lose, and your team has lost a valuable member. Given the tactical element to the game, some characters are better than others for specific missions. So it's worthwhile ensuring that nobody goes down.







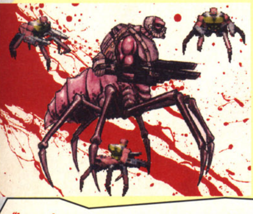




Blast somebody against a wall, and watch the blood go splat.

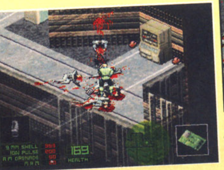


GAME OF DEATH



Project Overkill gains most of its aesthetic appeal from the graphic violence it contains. Graphic violence, and blood. Even when the ammo is completely spent, the mercs can slam enemies on the back of the neck with the butt of their gun. Or sneak up behind to stab them in the back. Crack someone over the head enough times, and their skull pops open. Blast a gook in the abdomen, and witness the fountain of blood shower from the gaping hole. Most disturbing of all, any bloodshed which takes place in an enclosed area is likely to paint the walls red. And where the body lies like a pile of offal, those treading over the mess leave bloody footprints behind.

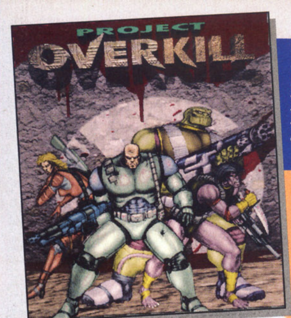
"IF YOU'RE LAUGHING AT THE FACT THAT YOU'RE ON A COMPUTER CONSOLE AND YOU'VE JUST HIT SOME POOR GUY IN THE FACE. OR THERE'S THIS GUY ON THE FLOOR THAT'S STUNNED AND YOU GO OVER;AND BOOM! THAT'S WHAT MAKES THE GAME SO FUNNY."
PRODUCER AND DESIGNER, *PROJECT OVERKILL*





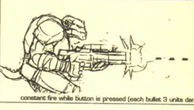
Of course, you could tell yourself this is really tomato ketchup.





PSST... BEHIND YOU!

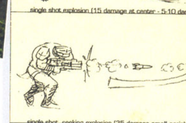
Weapons-based tactics go way beyond just pointing a gun and shooting. Each weapon is tailored to fit the four characters' needs – who they are dictates the kind of power-ups they receive. In addition to that, *Overkill* runs an interesting line in explosive devices. Examples are shown below.



constant fire while button is pressed (each bullet 3 units damage)







single shot explosion (15 damage at center - 5-10 damage wide periphery)

single shot seeking explosion (35 damage small periphery)



SPIDER BOMB

Wind it up and let it go. Wanders right up to the nearest enemy, the KABLAM! Players may control the time of detonation – let them sweat a little. Our eight-legged friend can even tippy-toe around corners.





THE CROW AND THE ROCK

As with all the great corridor games, negotiating this isometrically viewed environment involves the use of pass keys and pressure pads to open the road ahead. Spend time wasting the enemies, definitely. But in the end it's another part of your brain that's required to solve the puzzle of getting out alive.

DO YA FEEL LUCKY?!

FRAGMENTATION GRENADE

These are cool too, as they make a huge mess of everywhere. On impact they blow whatever it is all to pieces. The bigger they are, the longer they take to crack. But it happens. Eventually. And it isn't pretty at all.



PROJECT OVERKILL

BLOOD OF MY ENEMIES

Some of the larger enemies have great characteristics. Like the claw beasts who lunge and tear, or the acid spitting Boss creature who spawns tiny lava. Can't wait to bring you shots of the mutant, whose shell breaks to reveal its vulnerable fleshy underside. Bleugh!



HOMING MISSILE

Viscerans cowering behind monitors don't have a hope with homing missiles in the area. It's a favourite gag of the game's producer to stand facing away from a guy, then watch the smoke trail circle the area before – KER-RACK – making hash of a spook.



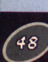
VERSION CONFLICT

So far the PlayStation code is furthest ahead. But KCEC have someone who they describe as a "Saturn Guru" planning the Sega version. Saturn should have no trouble handling the speed, but we look forward to seeing those transparencies work so well. As for N64, our friendly producer and director said that the amount of information required was almost too much for a CD – let alone a cartridge. And that's with everything compressed. Maybe when the 64DD unit ships...



TIME TO DIE

All Viscera 5 breaks loose next month, when CVG infiltrates *Project Overkill* once more.





MORE OFFENSIVE WEAPONS THAN YOU CAN SHAKE A LARGE POINTY STICK AT.

BATTLE ARENA TOSHINDEN 2

Swords, clubs, skewers, whips, swords, scythes, batons and swords.
Battle Arena Toshinden 2 has enough lethal hardware to start a small war. In your living room.
So be careful. Or you could have someone's eye out.



DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



computer and video games SUBSCRIPTIONS

SUBSCRIBE TO CVG AND SAVE ED FROM TROLL WEDLOCK!



"I feel you quivering, my babushka. Fear not, the shaven monkeys will never find our nest!"

As loyal cuggies know, Computer and Video Games just keeps getting better! This is of course due to the unique talents of the CVG team. And there's none more unique than those of Jaime Smith. We call him 'Art Editor', but only to keep the Pentagon off his trail. He would, you see, be of particular interest to their Troll Catcher Division, for that is what we believe he is! Jaime does not work in the office with us. We do not know where he dwells. But each night we take our freshly written work (together with a selection of screen photographs) and lay them out on the lawn, next to a saucer of milk laced with rum. Each morning we find newly-designed CVG pages in their place. And this we've done for months, never disturbing his nocturnal habits... until now! One night young Ed decided to see what Jaaymee looked like. We warned him never to wander into the garden after dark – especially not in his nightdress – but did he listen? Now he is gone! Worse still, our pages are no longer being designed! It's a disaster!!

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ONE QUICKIE WEDDING LATER IN TROLLTOWN!

Yes, Jaime was only visiting us nightly in search of a troll bride! Now he has found the prettiest of them all and doesn't need us anymore! Who knows what dank scummy bridge he lives under, eating hot meals cooked by his new wife! We desperately need our pages designed. Getting Ed back would be acceptable too. In fact, maybe if we steal Ed back, it would lure Jaime after him. But the only thing that could shake Ed free from the troll love spell would be a jumbo jet of M&Ms. And the only way we could afford them would be with money raised from your subscriptions. In return, we'd give you 12 issues for the price of 10. Plus you'd get your copy before it hits the shelves! Be quick though, we think Ed likes his new life...

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SUPER MARIO 64
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SF ALPHA 2
DONKEY KONG 3
WIPEOUT XL
VIRTUA COP 2

NEXT MONTH

ISSUE No. 178 OUT ON AUGUST 11TH

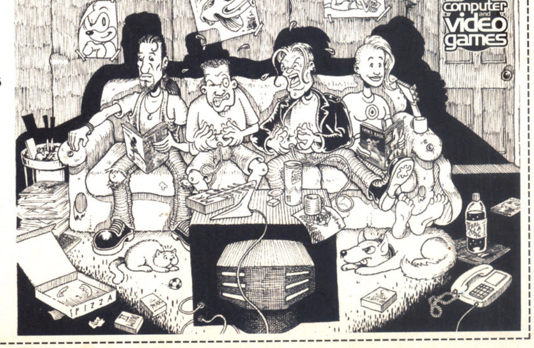
Dear News Vendor.
Would you be so kind as to keep me a copy of Computer and Video Games Magazine each month so I don't miss out on my bestest games mag. Ta.

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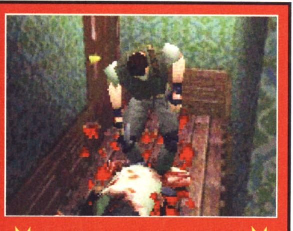
CHECKPOINT

The month's events and software releases at a glance. **July-August**

While you're in Tokyo buying that N64, why not drop in at the Tokyo Game Show. If you're planning staying at home, here's a list of some other stuff you might be interested in. What a month!

Before we begin, there's good news from T.H.E. Games, regarding the UK Super NES market this year: To quote their communications manager, Alex Fitzgibbons, directly: "I can assure you that T.H.E. has HUGE balls, and will be bringing *DK3* to the UK". So that's great news for all Nintendo 16-bit fans. Virgin are another company to have come up trumps (finally) with *Resident Evil* on PlayStation, and *Night Warriors* for Saturn. Finally the PC CD-ROM market is blessed with Geoff Grammond's *F1GP2* masterpiece. So there you have it – a lot of what we've been wanting to hear for almost six months in some cases. And summer's usually such a quiet time of year...

As always this games listing is representative of everything released during the time we're on sale. The stuff we've seen and loved is highlighted in red. The stuff we've run away from is ruled out in blue.



WIN! RESIDENT EVIL!

It lives: the opportunity to win a free copy of Capcom's monumental game! For your pleasure this month, CVG would like you to transform yourself into the most terrible ghoul, then take snapshot and post it off to us. The sicker the better. Think 'grotesque'. Address to: SOMEBODY LOVES...THIS, at the usual address.

WIN! NIGHT WARRIORS!



Your Saturn is crying out for this game. It's saying, "Feed me! Feed me *Night Warriors* from Capcom! NOW!". If you were to have an imaginary conversation with your Saturn, how would it go? Budding script-writers apply now! Address to: MAY OTHER INVISIBLE FRIEND'S A RHINO, at the usual address.

WIN! THE GENE MACHINE!

Spot the connection between the three titles we're giving away this month (it isn't hard) to win yourself a copy of *Gene Machine*. Virgin were just dying to give copies of this away, so we just had to oblige. What wonderful people, eh. Address to GENIAL CVG, at the usual address.

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Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

TOKYO GAME SHOW

TOKYO "BIGSIGHT" (INTERNATIONAL EXHIBITION CENTRE)
22–24 AUGUST 1996

What looks set to be the biggest computer entertainment software show of the year takes place in Tokyo, Japan this month. Dubbed the Tokyo Game Show, this is purely for the benefit of the general public – ie games players eager to try their hand at the latest software. And what a choice they're going to have! Two of the main sponsors are Imagineer, and Konami. Also very much in high profile are Sony, Sega, Namco, Capcom, Enix, Square, and Taito. But not, we must stress, Nintendo whose main event is Shoshinkai/ Famicom Space World, as always. Games on preview are expected to include 100% complete versions of *Street Fighter Alpha 2* (Saturn and PlayStation); *Final Fantasy VII* (PlayStation); *Virtual On* (Saturn); and possibly *Soul Edge: Version B* (PlayStation).

We'll be reporting on all the show highlights – the games, as well as the hard-fought challenges. We might even consider bringing you pictures of on-stage Anime personalities, and live music. Whatever, it's going to be fun!





Sakura will be socking it to Saturn and PlayStation in August.



We wait with bated breath to see if the Saturn can wield the mighty Virtual On.

KEY: **Red** It's hot, so buy it! **Blue** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
5th July	•	•
3D Lemmings	Psygnosis	Saturn
Actua Golf	Gremlin	Saturn/ PlayStation
Desktop Toys 2	EA	PC CD-ROM
Destruction Derby	Psygnosis	Saturn
Fade To Black	EA	PlayStation
Discworld	Psygnosis	Saturn
Fire Fight	EA	PC CD-ROM
Impact Racing	Virgin	Saturn
Last Blitzkrieg	EA	PC CD-ROM
Need For Speed	EA	Saturn
PGA Sawgrass Data Disk	EA	PC CD-ROM
Shockwave Assault	EA	Saturn
Shining Wisdom	Sega	Saturn
Spacehulk VOTBA	EA	PlayStation/ PC CD-ROM

GAME NAME	COMPANY	FORMAT
17th July	•	•
Afterlife	Virgin	PC CD-ROM
Santa Fe Mysteries	Activision	PC CD-ROM
18th July	•	•
Waterworld	Ocean	Saturn
19th July	•	•
Aquanauts Holiday	Sony	PlayStation
Count On Frank	EA	PC CD-ROM
Cheesy	Ocean	PlayStation
Dungeon Keeper	EA	PC CD-ROM
Madeline – Thinking Games	EA	PC CD-ROM
NFL Quarterback Club '96	Acclaim	PlayStation
Night Warriors	Virgin	Saturn
Time Commando	EA	PC CD-ROM
22nd July	•	•
Deep Space 9: Episode Guide	CIC Interactive	PC CD-ROM
Next Generation: Episode Guide	CIC Interactive	PC CD-ROM
25th July	•	•
Centrecourt Tennis	Telstar	PC CD-ROM
Gene Machine	Virgin	PC CD-ROM
Myst	Sony	PlayStation
Gears n Guts	Gremlin	PlayStation/ Saturn
Hardwar	Gremlin	PC CD-ROM
Hexen	GT Interactive	PlayStation/ Saturn
Reebok Centrecourt Tennis	Telstar	PlayStation
Robopit	THQ	PlayStation/ Saturn
26th July	•	•
Namco Museum Piece 1	Sony	PlayStation
Offensive	Ocean	PlayStation/ Saturn
Resident Evil	Virgin	PlayStation
Road Rash	EA	Saturn
Time Commando	EA	PC CD-ROM
Worms	Ocean	Super NES
31st July	•	•
Deadly Skies	Virgin	PlayStation/ Saturn
No Set Date	•	•
Chaos Overlords	US Gold	PC CD-ROM
Descent: Levels of the World 2	Interplay	PC CD-ROM
FPS Baseball '96	Sierra	PC CD-ROM
Frank Thomas Big Hurt Baseball	Acclaim	PC CD-ROM
I Have No Mouth…	Acclaim	PC CD-ROM
Iron Man/ XO	Acclaim	PC/ PlayStation/ Saturn
Lighthouse	Sierra	PC CD-ROM
Shadoen	Interplay	PC CD-ROM
Top Gun: Fire At Will	Microprose	PC CD-ROM
Transport Tycoon	Microprose	PlayStation
Z	Warner Interactive	PC CD-ROM
2nd August	•	•
EA Classics:		
PGA 486 Classics	EA	PC CD-ROM
Wing Commander 3 Classics	EA	PC CD-ROM
Bioforge Classics	EA	PC CD-ROM
US Navy Fighters Classics	EA PC CD-ROM	
5th August	•	•
Beavis's Makeover	CIC Interactive	PC CD-ROM
Beavis's Minis	CIC Interactive	PC CD-ROM
8th August	•	•
Worms	Sega	Mega Drive



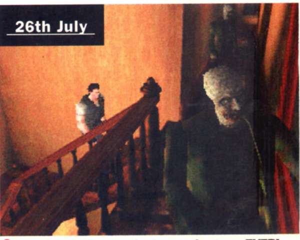
Shining Wisdom – great depth of gameplay.



Namco Museum Vol.1 – cool 80s classics.



Night Warriors – 'monster' impressive fighter!



Resident Evil – scariest console game EVER!



ISSUE #175 WINNERS!!

• PANZER DRAGOON ZWEI – POEM

A myriad of colours explode onscreen,
An unyielding barrage of sound,
The senses are heightened beyond belief,
Fingers move deftly and swiftly,
The pulse quickens, heartbeat pounding, adrenaline overdose,
The acquisition of Pandora's Box draws ever closer.
D. Dewar, Tayside

CVG: Ohweaur! Cringe! Cringe!

•EURO 96 PC – ALTERNATIVE USES FOR FOOTBALL

1. TV "random" remote control – simply throw at buttons for random channel select, etc and possibly execute instant death move.
2. Goldfish bowl – paint on fish, gravel and plants for cheap alternative to keeping real pets.
3. Billy "No Body" – the ideal sofa companion, as he sits contently during the footy, never disagrees with your comments on refs decisions etc and doesn't want a share of your crisps or lager. (In the unlikely event that he does annoy you, see 1 above for what to do with him.)

Tony Mear, Surrey

CVG: The Goldfish bowl idea is inspired!

•EURO 96 SATURN – CVG SOCCER CHANT

We love you CVG, we do
With the best games and news
And with fantastic reviews
Oh CVG we love you
Christopher Baldock, London
CVG: Simple, and to the point. And thanks.

RESIDENT EVIL – WRITTEN ON YOUR TOMB

Here lies the body of a CVG fanatic,
Who collected every copy of this great magazine, and now sadly is unable to go to the newsagents every month to collect his next issue. Those trips will be sadly missed!
Paul Shotton, Stoke-on-Trent

CVG: Glad to see you've got the proper perspective on things Paul. Not that you'll ever be sorely missed or anything, right? Dear oh dear.

SPECIAL MENTION:

Here lies Sara Brown,
Oh boy did she whip the men who challenged her on Tekken 2!! (They can't take it you know!)
Sara Brown, Leicester

CVG: Cool, but totally irrelevant!

THANKS TO…

…the excellent blokes at HMV Level One for providing the info, and sorting out the free games. If there are any mistakes don't blame them, as these are the facts as confirmed mere days before total deadline. And that's a big, fat, fact. So – nyuh!






PlayStation

3D ADVENTURE | BY DELPHINE | JUNE RELEASE | 1 PLAYER

- PRICE £TBA
- SATURN VERSION PLANNED
- PC CD-ROM VERSION AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY EA TEL : 01753 672161

The awesome *Flashback* is like a brilliant movie – you get to the end wanting to know what happens next. Here's what...

FADE TO BLACK

Delphine Software have got an excellent reputation. They are responsible for some of the most engrossing adventure games around, as well as being well-known for their excellent animation techniques. Prime examples of these are *Another World* and *Flashback*, both of which were particularly impressive when they were released and still are today. *Flashback* is still one of the best-looking platform games, has an ingenious control system, a fantastic plot, and an atmosphere not found in many video games – it's a classic. *Fade to Black* is the sequel – *Flashback 2* in 3D...


The robotic spiders explode in a shower of legs.



The introduction sequence shows what happens to Conrad B Hart after he defeated the Morphs at the end of *Flashback*. He floats in his small ship, in a deep sleep, only to be awakened when he's captured by a giant Morph mothership, whose occupants immediately lock him up in New Alcatraz Pennitentary. When in his cell, a message comes through from John 'O Connor, a stranger to Conrad, who offers help... but why?






This bit's worth looking out for. In one of the bases, there's a bank of computer screens and each one's playing an ancient video game! There's *Pac Man*, *Space Invaders* and *Block Out*, but unfortunately they can't be played. Darn.

I HAF BIN EXPECTINK YOU!

During level 2, Conrad, John and Sarah work together to rescue Professor Bergstein from a Morph prison cell. Once Conrad finds him, the Prof needs to be lead to the teleporter to the next section, but this isn't as basic as it sounds. Seeing as the the Professor is getting on a bit, Conrad has to walk REALLY slowly to help the old man on his way. Impatient players who want to run on ahead will be driven mad by this section, as the Prof gives them a telling off whenever he gets left behind!


Here's the FMV professor...


And here he is in the game. He will wind you up with his moaning.

AWESOME RENDERS!

The excellent intro sequence isn't the only bit of rendered FMV in the game, there are lots of sequences during and between levels to keep the plot going. They are all of a really high quality, and make finishing a level even more worthwhile. Also, we can tell you now that this is a game with an end sequence worth playing for, unlike most these days.

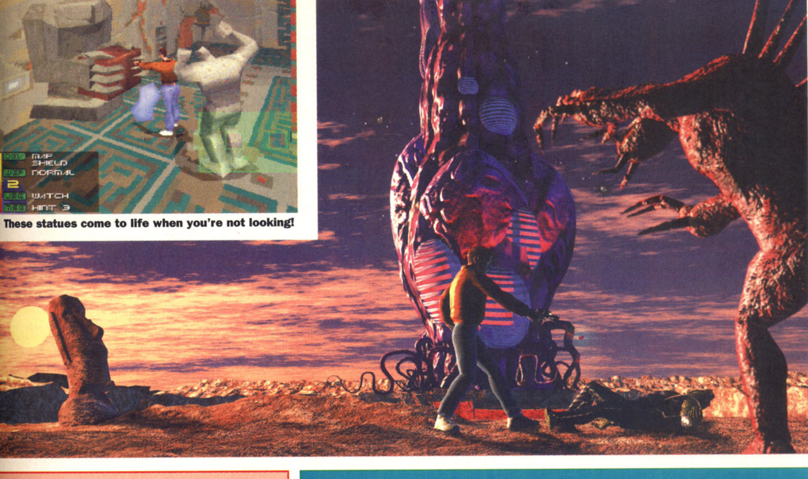

These sections look totally amazing!

PUT THE DATACUBE WHERE?

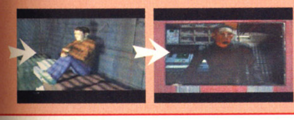
The puzzles in *Fade to Black* aren't so complicated that they slow the pace of the game down too much, but can occasionally cause problems. This is an example of a nice, simple puzzle.


These birds need to be stunned, but how?


Easy, stepping on the floor panels makes blue healing plasma fire out of the wall, paralysing the birds!



These statues come to life when you're not looking!



TIME TO DIE

When Conrad is killed, rendered sequences kick in to show how he dies in close-up detail. They are all of excellent quality, like the intro, and make dying more interesting than usual.


Don't tread there!


Oh dear, too late.


Yuck! What a mess!


The Super Morph!


Scrape! Ourgh!

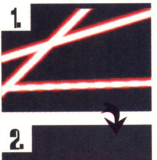

Crack! Blagh! The big bad boss kills Conrad in style!

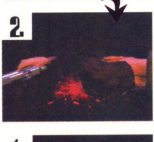


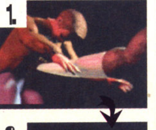
Just stand in front of the panel, activate it, and Conrad floats in the air while his personal shield is recharged!

RECHARGE POINTS

The health system in *Fade to Black* is again similar to *Flashback*, in that there isn't a basic energy bar. Instead, Conrad carries a personal shield which takes damage whenever he's hit, eventually resulting in him dying. The shield can be recharged at any of these points, simply by activating the control panel.


1.


2.


1.


2.

TAKE TO THE SKIES!

To add variety to the game, it's not all just walking around shooting – this section, for example, involves Conrad stealing a ship and piloting around the inside of the base. The controls are quite tricky as the inertia of the ship takes a lot of getting used to, meaning that it's easy to collide with the walls and bridges to begin with.


Find the little space podule and initiate the launch sequence!


Use the D-pad to move up and down, avoiding the bridges.


Hit the thruster and go! Avoid flying into the scenery, and take out anyone who tries to stop you getting away!

PlayStation

IN THE ARMY... NOW!

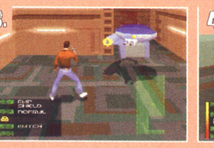
Some of the later stages are particularly impressive, as Conrad joins an rebel force doing battle against an invasion of Morphs! Dead and wounded soldiers litter the base, and battle sounds can be heard from every room!



1. **Conrad bursts into a corridor to find a lone soldier battling against something...**
2. **The soldier doesn't listen to Conrad's advice and is wiped out by a shot from the side!**
3. **Uh oh! It's a giant security droid! It only attacks when you move, so tread carefully!**
4. **Sneak round behind it and blast away! Those evil Morphs will pay for that!**









CONTROL CONRAD!

The best thing about *Flashback* was that Conrad could be controlled very accurately, with a bit of practice. In *Fade to Black*, he is controlled quite similarly with all sorts of attacks and movements available.



COMMENT

Initially I found *Fade to Black* frustrating. As with *Flashback*, there are very exacting objectives to be met, where just one foot wrong in a situation often means repeating a long series of set pieces again. In fact on the whole the control feels very heavy, and the 'camera' viewpoints zoom in and out in a very confusing manner. However, patience has its rewards and it's easy to appreciate how *Fade To Black* was considered a state-of-the-art PC title this time last year. Fresh challenges are met with every stage, and the learning process is graded perfectly. Though you may struggle to even aim the gun early on, later you will be ducking and shooting like a pro. Investigate immediately!

PAUL DAVIES



Do you trust this cook? He claims to be innocent but...



When shot, he turns out to be an evil Morph soldier!



There's a friendly soldier! Go and have a chat with him...



Eeek! It's a horrible Morph, disguised as a human! Kill it!



Death says: Bash him on the head... harder!



Death says: Release radiation on him. NOW!



No... burn him! Haha!

No, no... electrocute him. Yes, that's funny!

REVIEWER

In my opinion, *Flashback* is one of the best games ever. *Fade to Black* has a very similar feel to it, as the intro kicks off the movie-like plot and Conrad is immediately as versatile. The 3D graphics are very impressive – good animation and scenery, but the frame rate occasionally gets a bit slow – never enough to affect the gameplay, mind. The game becomes very atmospheric very quickly, as you interact with other characters, working with them to complete your objectives. The control of Conrad is great, with him being able to do almost everything you want him to, making it feel even more like *Flashback*. The game involves more exploration and shooting than *Flashback*, which requires more well-timed jumps, but *Fade to Black* still feels similar. The levels are really varied, meaning that you're going to want to play right the way through, and that's going to take a fair while. *Fade to Black* is a worthy sequel to *Flashback* which, while not being quite as good as the original, continues the story brilliantly.

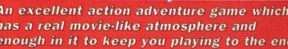
ED LOMAS

RATING






An excellent action adventure game which has a real movie-like atmosphere and enough in it to keep you playing to the end.



FADE TO BLACK

REVIEW





SPORTS | BY RISC | JULY RELEASE | 1-4 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- PRICE £TBA
- PUBLISHED BY GREMLIN TEL : 01142 753423

Who says that golf games are only for dads? This one's so good, everyone should be playing it – whether they're a dad or not!

ACTUA GOLF

Gremlin's Actua Sports series is a success already. There may only be *Actua Soccer* and *Actua Golf* now available, but before long we expect *Actua Tennis* and hopefully *Actua Cricket* as well. This game is similar to *Actua Soccer*, as the players are all motion-captured models, the scenery is all 3D, and there are loads of camera angles, and it's likely to have a similar amount of success. The game has been delayed for quite a while, as a new Peter Alliss commentary and new golfer models and animation have been added to make it one of the most realistic-looking golf games ever.

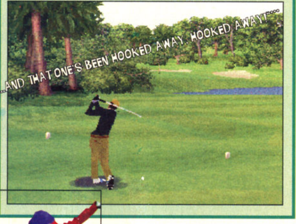


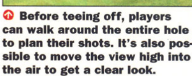


Before teeing off, players can walk around the entire hole to plan their shots. It's also possible to move the view high into the air to get a clear look.

PRESENTED BY... PETER ALLISS!

One of the reasons for *Actua Golf* to have been delayed for so long is that a new commentary was being added. And it's not just an actor – it's Peter Alliss! During the game, he comes out with excellent criticism, as well as giving a detailed guide to every hole on each course! He adds a lot to the atmosphere of the game, as do Murray Walker in *F1* and Barry Davies in *Euro '96*.





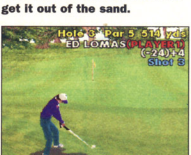




Shots from the bunker are much harder than they look. The ball has to be hit extra hard to get it out of the sand.









It's possible to move the view around before taking a shot, then play from that angle.

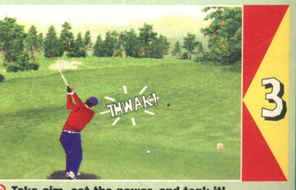


HOW TO PLAY

Playing *Actua Golf* is fairly simple for anyone who's played a golf game already. The button is pressed once to start the power bar moving up the arc, pressed again to set the power, and again as the bar gets to the bottom, setting the way the ball is hit.







Take aim, set the power, and tonk it!

MORE ANGLES THAN EVER BEFORE

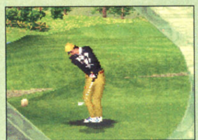
Actua Golf doesn't just settle for one replay view – it's got loads! They range from reverse angles, through moving TV views, to three-way split screen!



Just look at all those gorgeous view options! Replay fans rejoice!

CREATE-A-GOLFER

One nice feature is that players can create their own golfer. Options allow players to set their skin type and costume colour, choose their set of clubs and save it all to memory card. Whenever the character plays, all of their statistics are updated and stored, and can be called up at any time.



Just like Jaime's trousers.



Just like Paul's trousers.



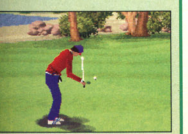


TEMPER TEMPER!

The motion-captured golfers move really well, and they've got a wide selection of movements. At the start of each hole, the players bend down to set up their tee shot, and always collect the ball from the hole at the end. When players do particularly badly, the character will shake his head or swipe his club in frustration.









TWO BIG FIELDS

There are two courses available in *Actua Golf* – River Valley and Royal Glen. Gremlin are also planning to release course disks in the future, each containing a famous course or two, and they should be nice and cheap as they only need to contain the course data and hole fly-by commentary.



Both courses look absolutely fantastic!

REVIEWER

I saw an early version of *Actua Golf* last summer, and it looked brilliant back then – it's hard to see where the extra year's work has gone. It plays very much like EA's excellent *PGA Tour* series (probably the best golf games available) only it looks even better. The 3D graphics make the courses look very realistic, and the sounds help a lot as well (trickling water, wind, sea noises). The new Peter Alliss commentary is also brilliant – lots of phrases, very detailed hole descriptions, and some funny one-liners! Two courses isn't really a lot, but hopefully the new upgrades will be available soon, and they should be fairly cheap. The putting is the only part that can be a bit annoying, as even three-inch putts need to be hit almost perfectly to get them down the hole. Other than this, the very slow loading times and overall pace of the game may frustrate some people, but that's all part of golf, isn't it? *Actua Golf* is the best of its kind on the PS, and a very impressive game indeed.

ED LOMAS











The best PlayStation golf game available, and a particularly pleasant experience, even for those who aren't dads yet.







WRESTLING GAME | BY MIDWAY | OUT NOW | 1-2 PLAYERS

- PRICE £44.99
- PLAYSTATION, SNES, MEGADRIVE AND PC VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- PUBLISHED BY ACCLAIM TEL 0171 344 5000



True enough, most wrestling games have been atrocious until now. But Midway's game features all your favourite WWF Superstars and *MK*-style combos too!

At last *Wrestlemania: The Arcade* makes it to Sega Saturn! The game has already made its presence felt on the 16-bit machines, as well as the PlayStation. Even the PC has had a look in. So it's about flippin' time! *Wrestlemania* received a lot of attention in the arcade for its creative moves, outrageous humour, but still tight-as-a-too-small-jock gameplay. Yep, fun oozes from every pore of this game, which is pretty unbelievable when you think about other wrestling titles that have come and gone. When *Wrestlemania* hits the shelves, Saturn owners across the country should suplex shop owners for a copy.

WRESTLEMANIA

BAR BRAWL

There are two types of energy meters in *Wrestle Mania*. Stamina is represented by the Energy Bar – once that runs out your luck goes with it. The other is a Combo Meter, powered up by kicking, punching, and throwing opponents onto the mat. Once the Combo Meter starts to flash, and depending on which character is being controlled, combos of at least 5 and up to 24 hits are possible. Impressive eh!





THESE GUYS ARE TOUGH!

There are two different Circuits to choose from: Intercontinental Championship Belt (Easy), and Wrestling Federation Championship (Hard):

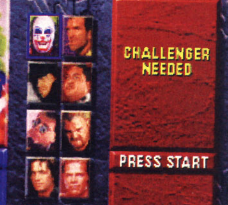


Above - Doink decides to use his Happy Mallet!

WRESTLING FEDERATION

Start off fighting two competitors, then three, with four CPU controlled fighters in the last round! It's really hard work fending these guys off.















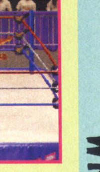








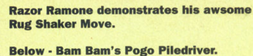




INTERCONTINENTAL

First of all, players compete in a one-on-one battle. The next fight features two opponents, and the final bout pits you against three CPU players!

Top-Left- Doink puts the boot in.
Top-Middle- The Undertaker unleashes some of his spirits.



Razor Ramone demonstrates his awsome Rug Shaker Move.

Below - Bam Bam's Pogo Piledriver.

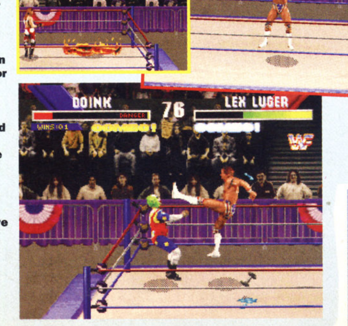


Above - This ring isn't big enough for the four of us.

BEST MOVES IN TOWN

***Wrestlemania* includes some of the wackiest moves ever seen in a game of this genre, but unlike many other fighting games the 'Specials' are incredibly easy to do. While this gives the game an easier access point for those players who aren't so skilled, there's still a lot of scope for pros to build on their potential. While activating some of these moves the word 'High Risk' frequently appears on-screen, indicating that a risky manoeuvre has been activated. If you're not quick enough the opponent will pull a reversal move and slam you head first on to the mat!**





REVIEWER

The Midway boys have done good. *Wrestle Mania* is a light-hearted alternative to the likes of *Virtua Fighter 2, Mortal Kombat,* and most other hardcore technique competitions. All sound effects are brilliant; from the noise of necks cracking under the strain of awesome piledrivers, to the bone-crunching sound of the Undertaker's fabled Tombstone Smash. Eight distinct fighters boasting around ten moves each, plus specials, assures the longevity of the game. And every last one of those moves is sure to make you cringe as these giants are thrown around the ring like rag dolls. *Wrestlemania* is an ace conversion of a cool arcade game, and I am sure that all fighting game addicts would gladly add this to their collection.

PAUL DAWSON

RATING







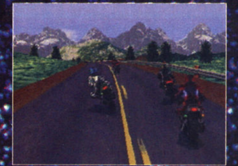


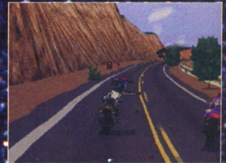


It's nothing ground-breaking, but Wrestlemania is a sure treat for combat fans, and WWF followers alike.

You have

Bikes, chains, clubs & brains





ROAD RASH™



EXPLORATION | BY ARTDINK | JUNE RELEASE | 1 PLAYER

- NO OTHER VERSIONS PLANNED
- JAPANESE VERSION AVAILABLE
- STORAGE 1 CD
- PRICE TBA
- PUBLISHED BY SONY TEL : 0171 447 1600

Imagine a massive ocean, created in 3D, populated by all sorts of amazing 3D life. Now imagine getting in a sub and exploring the ocean by yourself. Just relax...

A well-build reef will attract loads of species of fish.

AQUANAUT'S HOLIDAY

***A**quanaut's Holiday* was released in Japan over a year ago, but didn't get much coverage as no-one could understand what was going on, and no-one expected it to ever get a UK release. It can't really be described as a game, as there's not really any objective other than to attract fish to your reef and explore the ocean. Instead, it's more of a stress-relief tool, and a very strange idea indeed.





Three whales at once – not a very common sight at all!



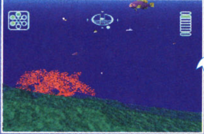




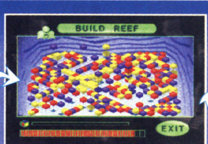


HEY, WHAT DO I DO MAN?

Aquanaut's Holiday is a very difficult "game" to explain. It's best described as a "stress-relief exploration" game, as it isn't like anything else available. Most of the time, players just pilot their submarine around the absolutely MASSIVE playing ocean, simply exploring.



By piloting the ship around (a bit like *Magic Carpet*) players not only discover loads of species of ocean creatures and strange underwater structures, they also uncover segments of the map.



Returning to base, players can add to their reef by placing coloured blocks in a grid. They can be put anywhere, so it's possible to build strange shapes.



As the reef grows, more fish are attracted to it. A bar on the map screen fills as you get more fish, and the "game" is finished once it reaches the top.

TALK TO THE ANIMALS

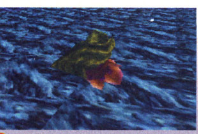
Your sub is equipped with four different sonars, which can be used to communicate with some of the life you come across. Some creatures can be frightened away, others can be made to dance for you.



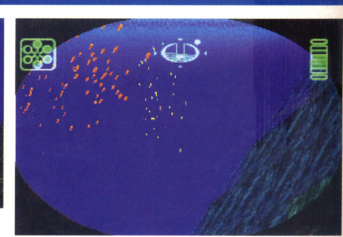
By using one of the sonars on this Octopus, you can make its head inflate!



These giant sea snails can be made to spin upside down really quickly!



The clams open when sung to.



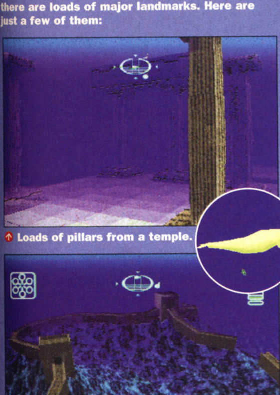
If you want to add to the "I'm in a submarine" feeling, you can change the screen options so that you view the game from an oval window, rather than it filling the whole screen.





LOOK OUT FOR THESE!

By exploring the ocean, you'll discover that there are loads of major landmarks. Here are just a few of them:



Loads of pillars from a temple.

The Great Wall of China!



A massive ornamental palace.



A big balancing rock.

Massive turnips!



A derelict aqueduct.

Giant stone head.



An enormous fish beast! Aaaah!

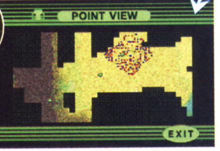
AQUANAUT'S AQUARIUM

There are absolutely LOADS of different species of sea creatures in *Aquanaut's Holiday*, far too many for us to list here. Part of the novelty of the "game" is that it's always interesting to discover something you've not seen before. Some of the rarer creatures are the pink shark and the giant white whale.



HEADING ABOUT MAP

The playing area in *Aquanaut's Holiday* is absolutely huge, meaning that a map is necessary. It only lights up areas already explored, but makes planning routes possible.



These buoys can be dropped at any time to mark important areas. Players can view them on the map and warp to them whenever they want.



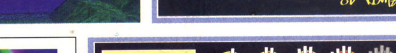


Time to return to real life.

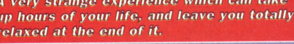
REVIEWER

This is a *very* weird game indeed. It would be easy to say that it's rubbish and boring as nothing ever happens, but for something to keep me playing non-stop for nearly five hours at a time, it must have some plus points. It's got a strange addictiveness – there's no "just one more go" feeling, it just seems necessary to keep playing! The graphics, music and sound can relax you almost into a trance, which means that the "stress-relief" part works really well. The game part of building a reef to attract fish doesn't seem particularly important when you've got exploring to do, and as there's not way of failing at the game, it'll be completed within 6 hours of play – something that could easily be done in one day. Also, the graphics can be slightly rough, as the cliffs and floor appear very close to the ship, rather than appearing smoothly from the murky water. Overall, it's something that can't really be highly recommended to every-one, but will get many people totally hooked. Just think – are you the sort of person that could spend hour upon hour doing pretty much nothing? I am, therefore I can – and I love it.

ED LOMAS







A very strange experience which can take up hours of your life, and leave you totally relaxed at the end of it.



PC CD ROM

SOCCER SIM | BY TELSTAR | JULY RELEASE | 1-2 PLAYERS

- PRICE £TBA
- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY TELSTAR TEL: 01932 222 232




Soccer is the biggest money spinner around at the moment. That's why everybody is pitching (quack) for the ultimate package. At least, Telstar's plays as well with both feet.

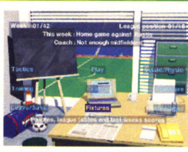
ONSIDE

As anyone who's ever enjoyed a great footy management game knows, they are the most addictive SOBs ever devised. Give a man *Championship Manager 2* and he'll quite happily ignore the rest of the world for as long as family temperament will allow. Likewise, a great hands-on soccer sim is guaranteed to provide a goal-tastic evening's entertainment for lads who are a bit low on cash for the weekend. Imagine a combination of the two! That would be awesome! And that's exactly the hook we suspect Telstar adopted when planning their *Onside* game, reviewed right here.



Note the real advertisements.





MUDDIED UP

Players wanting to get stuck into a match proper have three options available: Friendly, in which you can play any team from any country against another. Knockout, in which as many teams as you like are entered into random play-offs. Then League, where there's an option to design your own, alongside competing inside of any of the four prominent European ones. There's a five-a-side option for all of the above, and in all cases the player names are authentic.



Select a Quick Play game and the CPU matches two teams at random.





DA MANAGEMENT

Don't be mislead, the management option is far from being as masterful as the best on the market, but is still more substantial than being 'just' another option. *Onside* isn't the first to try this idea – *Sensible World of Soccer* has been doing an amazing job of this for around two years. In the case of *Onside* you have nine main options, which include Finance along with Training, and the chance to participate in a crucial game if you feel your skills are needed. Just like *SWOS*.

It's best to watch a few games before transferring a player who could turn out to be another Andy Cole. Know your team.

ALL THE RIGHT MOVES?

Just two buttons are used to create what is hoped will be footy magic. The main action button is tapped for general hoofing about or held down if you intend to pass the ball, in which case a direction arrow appears beneath the player's feet. For more speed, or to chip the ball, the other button is used. And that's it.




When taking penalties you have one frame of animation's worth of time to judge the ball!!




REVIEWER

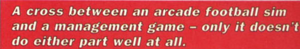
There are far too many footy games around at the moment, which makes judging one against the other very difficult. Unfortunately, *Onside* doesn't confuse matters too much as it is clearly below form. In case you care to read any more on the subject, here's why: Most importantly the game control is basic beyond belief. Players expect much more than pass, shoot, and after touch. And even these simple requirements are awkward to achieve. Aside from that the visuals are shoddy – as the Lego man taking the penalty kick ably demonstrates. Or is this a bonus game where you have to squint in order to guess the celebrity? Presentation is good, with an extensive array of options, plus it's easy to find your way around. However, *Sensible World of Soccer* kills *Onside* for value and gameplay, and you can see for yourself how much better Gremlin's Euro '96 fares by comparison. Sorry, but the ads sell this game way better than I'm prepared to.

PAUL DAVIES

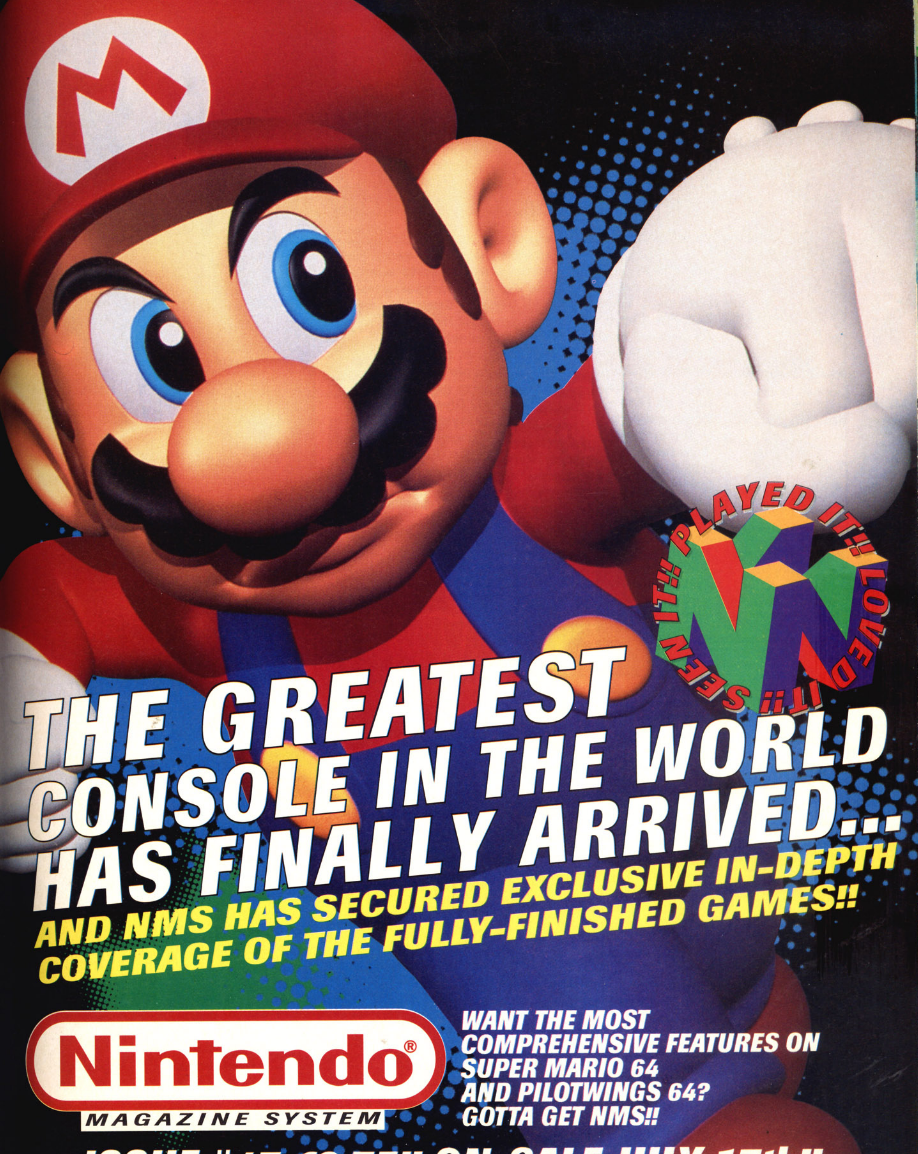




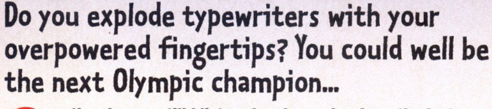




A cross between an arcade football sim and a management game – only it doesn't do either part well at all.

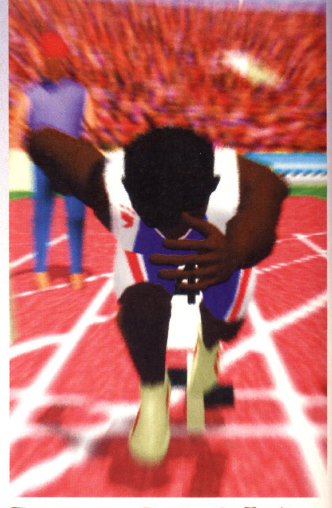

PLAYED IT!! LOVED IT!! SEEN IT!!
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Do you explode typewriters with your overpowered fingertips? You could well be the next Olympic champion...

Our thumbs are still blistered and weeping from the last month's orgy of joypad abuse, brought on by the re-emergence of *Track And Field*. However, there's no time to heal our festering digits, because the summer sports fiesta isn't over. The Atlanta '96 Olympic Games has brought with it a licensed game of its own. A fifteen-event extravaganza ladened with yet more button-bashing madness. However, this isn't just a lame copycat of *TnF*. Nope, *Olympic Games* is from US Gold, whose near-annual sports packages date back as far as the superb *Winter Olympics* on Commodore 64 (although it was joystick waggling in those days). And Ed Lomas' famous *Olympic Gold* technique (see last issue) was discovered through continual play of US Gold's Megadrive game of the same name. So does their first 32-bit Olympic license match up to the past greats?



OLYMPIC GAMES

EVENT-FULL!

Olympic Games' clearest selling point over Konami's *Track and Field* (apart from the official license) has to be the sheer wealth of events. Fifteen in total, ranging beyond mere track and field, to swimming, shooting, weightlifting and fencing. And with only four pages to cover them all, we'd better get right on the case.

100 METRES

The cornerstone of every Olympic video game. Exactly the same as in Track and Field, with frenzied (but rhythmic) tapping of the two run buttons charging up your power bar and pushing your on-screen sprinter faster.





It's like Planet Of The Hamsters or something.

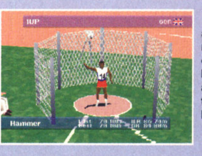
JAVELIN →

Rapid tapping is needed for the run-up, however there's now a new action bar to contend with. During the approach, an indicator moves up this bar. You need to stop this exactly on the red mark in the middle, keeping the button held down to increase the angle of the throw. Fail to get this right and your spear-thrower either runs past the line or spoons his throw!



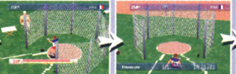
HAMMER

Although this throwing event starts from a stationary spin, the technique is much the same as with the discus. Rapid-tapping increases the power of the spin, and correct direction and angle are decided by precision control of the Action Bar.



Swing around too much and you end up on your backside, with a feeble throw to your name. Hahahahahaha!





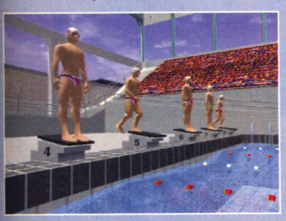


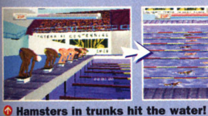


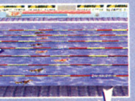


100M CRAWL

Stamina bar time (see 400M)! Two lengths of the pool require you to pace your tapping. Keeping your speed up without losing stamina is tricky. In fact, hardly tapping at all before the final sprint, seems the best method.

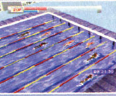






Hamsters in trunks hit the water!

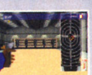




Tapping the buttons in amusing rhythms keeps your minding from wandering.

RAPID FIRE PISTOL

There' s a 70's Dirty Harry feel to this event. You have to shoot the centre of each target in a limited time. Each round, it gets harder as the time-limit per target gets shorter. With six rounds in which to increase your total score, this is a particularly good multi-player challenge.





SKEET SHOOTING

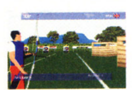
It's like classic *Duck Hunt*, sort of. Moving around a shooting arena, you have to hit 25 'clay pigeons', but you only get 25 shots, which come in double-barrelled portions. The judge calls 'PULL' just before each pigeon is launched. Which has driven Paul mad, as he keeps looking up saying "Yes, what do want?"





ARCHERY

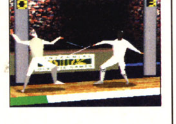
Thankfully, this event doesn't use that old *Heimdall* shaky hands technique to increase the challenge. It does, however, make things trickier with added 'wind factor'. You have to judge how far out to aim, to compensate for any turbulence. It's actually quite tricky.

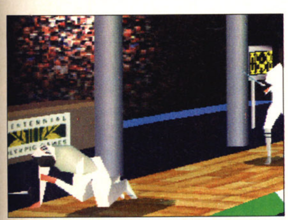




FENCING

It might look like a one-on-one beat 'em up, but this is more of a reflex test. Dodging left and right, you need to get a swipe in. Various D-pad commands perform different lunges, but the best move is the 'reposte'. Wait until your opponent attacks and dodge, following through with a swipe.

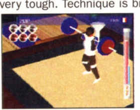




The way your fighter behaves after an attack can be quite distressing!

WEIGHT-LIFTING

Possibly the best event of the game, although it's very tough. Technique is broken into three sections...



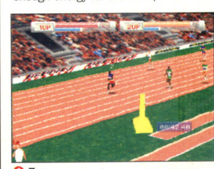
First you lift the weight to your athlete's chin. As you tap the power bar, a 'jerk bar' increases beside it. You need to stop this at exactly the same height to succeed.



Now you need to repeat this technique to raise the weight above the athlete's head.The judges have to deem the lift a success. If the athlete starts to stagger, you need to tap left and right to balance him!

400 METRES

The technique required here is somewhat different from that of the 100 metres dash. Under the power meter is another bar that represents your athlete's stamina. You can rap away at the buttons straight from the onset if you wish, but this decreases the stamina bar, and soon your runner slows down exhausted. The only method is to tap the buttons slowly, preserving enough energy for the final push.

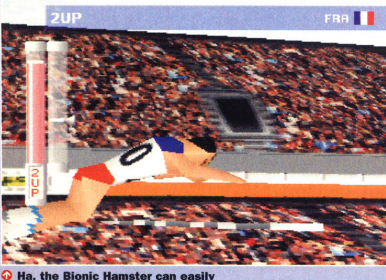


Tap..tap........tap..................tap...............................

POLE VAULT



Planting the pole accurately, adds to the difficulty of this event. As your athlete runs towards the jump area, a marker descends on the meter next to your Power Bar. You need to stop this exactly in the middle to accurately place the pole. Now, as you launch upwards, you need to stop the marker accurately again, to power your spring. An easy event at regular heights, but it's hard to break any records.



Ha, the Bionic Hamster can easily overcome such pathetic heights.

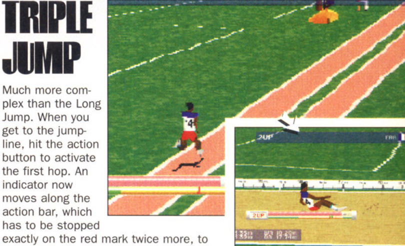
DISCUS

Identical technique to that of the Hammer. However, your athlete performs less spins, giving you less time to build up power. The throwing angle should also be higher.



TRIPLE JUMP

Much more complex than the Long Jump. When you get to the jump-line, hit the action button to activate the first hop. An indicator now moves along the action bar, which has to be stopped exactly on the red mark twice more, to correctly perform the skip and jump.



LONG JUMP

Plenty of sprinting needed here, before hitting the action button at the precise moment to get an accurate jump at the line. Timing a good angle is also vital to get a good distance.



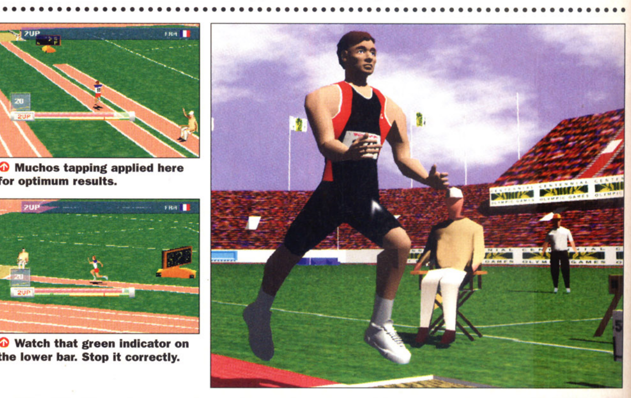
Muchos tapping applied here for optimum results.



Ooh, a little bit early, but not so bad!



Watch that green indicator on the lower bar. Stop it correctly.



HIGH JUMP

Introducing an all-new meter – the Jump Bar! As usual, rapid-tapping is needed to power up the speed bar. As you near the jump, though, a second bar starts increasing. You need to stop this as near the height of your speed bar as possible, for the best jumping result.



Here he comes. What a strapping figure of a gerbil he is.



Yipes, not such a good measure of the old jump bar.



But it's done the job! He's over the bar. Give him a tray of feed.

The option screen is a challenge.



To finish, the flames go out...



...and fireworks kick in. Yaay!

SHADDUP!

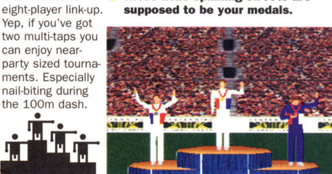
If you've read our *Olympic Soccer* review (page 72, cuggies), you'll know that Alan Green from Radio 5 Live was employed to do the commentary. Well, in what seems to be a package deal, he's also done sound duties on *Olympic Games* too. Being a football commentator though, this isn't exactly his forté, and it shows. Perhaps his best line is "You'll notice the weighlifters have to wear a strange one-piece leotard. Goodness knows why!" What a fact, eh?

PARTY!

It's during the four-player tournaments that *Track and Field* is at its most brilliant. Well, *Olympic Games* goes four better, with a massive eight-player link-up. Yep, if you've got two multi-taps you can enjoy near-party sized tourna-ments. Especially nail-biting during the 100m dash.

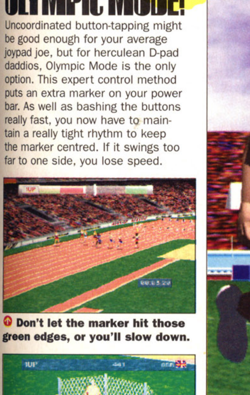



Those little spinning sweets are supposed to be your medals.

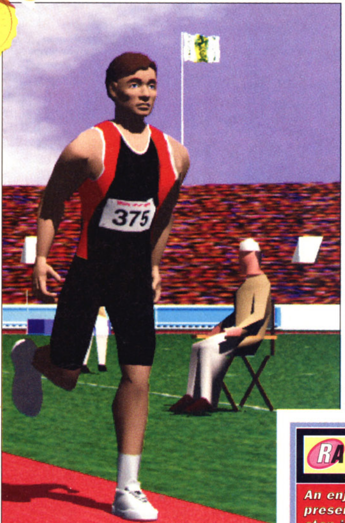



NOW TRY OLYMPIC MODE!

Uncoordinated button-tapping might be good enough for your average joypad joe, but for herculean D-pad daddios, Olympic Mode is the only option. This expert control method puts an extra marker on your power bar. As well as bashing the buttons really fast, you now have to main-tain a really tight rhythm to keep the marker centred. If it swings too far to one side, you lose speed.



Don't let the marker hit those green edges, or you'll slow down.



COMMENT

Olympic Games **has got an excellent selection of events, some of which are particularly good fun. As Tom says below, the pick of the bunch are the non-*Track and Field* events – shooting, archery, weight lifting, fencing – as they break up the constant running and throwing. The graphics are the same as *Olympic Soccer* (see next page) – the characters are a bit pointy and plain, but look fine enough from a distance. The Alan Green commentary doesn't work anywhere near as well here as in US Gold's footy game, as he only occasionally speaks and what he says is usually stupid anyway! The wide selection and variety of events, as well as the official licence, will appeal to some people more than Konami's *Track and Field* – mostly fans of the Olympics; but *TnF* is likely to be the sort of thing more average gamers are after – a simple, fun button-bash. What you need to do is work out what sort of player you are, and get the game that suits you.**

ED LOMAS

REVIEWER

Okay, I'll answer the most important question straight off – *Olympic Games* isn't as good as *Track and Field.* But that's not to say it's at all bad either. As intended, the game's biggest selling point is its wide range of events, although not for the reasons you'd think. It's not the variety that's impres-sive – to be honest, most of the events play so similarly – it's the fact that the events not featured in *TnF* are really quite smart. The two shooting events, weight-lifting and fencing are all well-thought out and highly enjoyable. It's the regular events that aren't so good. What made *Track and Field* fun was the way the control system made you feel you really were doing the events – ie. holding down the jump button and releasing to flip over the bar. Here the controls sometimes don't make sense. Why do you have to stop a jump bar at the same height as your power bar? How does that relate? Likewise with swim-ming. Where's the tension in barely tap-ping the buttons to pace your stamina? Furious tapping throughout the gruelling distance would give a far more realistic sense of fatigue – in your own arms! The graphics too, are patchy, and the com-mentary is plain annoying. It's a cou-pling of all these things that put *Olympic Games* second to *TnF.*

TOM GUISE



An enjoyable multi-sports game, but poor presentation and non-instinctive controls stop it from being truly outstanding.









- PRICE £TBA
- PC VERSION AVAILABLE
- SATURN AND 3DO VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY US GOLD TEL : 0121 625 3366



Let the games begin! And let the football begin too!



When a company gets the exclusive official Olympic Games licence, you'd expect them to do a lot with it. US Gold haven't just made a game of the whole event, they've also made a game specifically of the soccer – *Olympic Soccer*. This means that there are no real professional players in the teams, but that's not really all that important – what matters is that it's brilliant fun to play!

OLYMPIC SOCCER



The rendered introduction sequence shows a young boy practising with his football in a street, occasionally flashing to a real stadium. The boy eventually ends up playing for real in the Olympics, scoring a goal in the final!













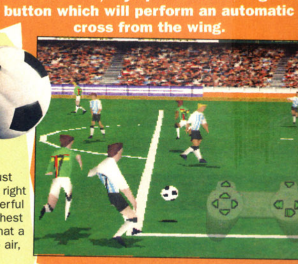
BALL CONTROL

***Olympic Soccer* gives the player a large amount of control over what happens on the pitch. So much so, that with practice, the little men can be made to do just about anything possible in a real match. Almost.**

It's strange that it's not normally possible to chest the ball in football games, but that's not the case in *Olympic Soccer*. When a ball is coming in at chest height, pressing the Square button will chest the ball, and it can be aimed to drop the ball into the path of another player!



Like Euro '96, *Olympic Soccer* has got a button which will perform an automatic cross from the wing.



Headers and Bicycle Kicks are normally moves pulled off by accident in football games, when someone presses "shoot" while a player is in the air, but in *Olympic Soccer*, they've each got their own specific button, meaning that they can be pulled off at any time.





Volleys are easy in *Olympic Soccer* - just press one button when the ball is at the right height and the player will attempt a powerful strike in the direction he's facing. The chest and volley moves can be combined so that a player receives a ball, chests it into the air, turns, and volleys it at the goal!

I said, Shaddap!

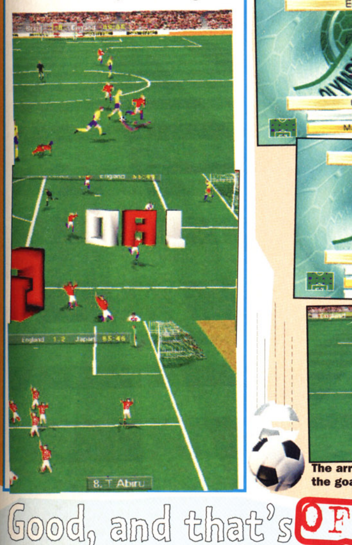
Olympic Soccer has got a commentary by Alan Green - the excitable Radio 5 Live presenter. He says the names of all the players, gives an introduction to each match, and explains what's going on very well. The commentary is also quite light-hearted at times, as Alan takes the mickey out of bad players and comes out with some very strange phrases!



"..AND THAT'S HALF TIME! WHERE'S MY TEA?"

Extreme Close-Up!

Olympic Soccer's replay mode doesn't have a wide selection of cameras - it has one totally free view. It can be zoomed and rotated about and positioned anywhere to get the best view of your favourite goals.



WHADDO I DO, BOSS?

***Olympic Soccer* doesn't go overboard with loads of complicated and fiddly options for setting up the tactics of your team. The options it has got are useful and detailed – it's possible to tell each separate player exactly how to play!**



The arrow under the player points to the goal they should be aiming for.

REVIEWER

Unfortunately, *Olympic Soccer* looks a little bit rough compared to other PlayStation football games, meaning that some people are going to be put off buying it. They'll be missing out on something special though, as *OS* is one of the most playable football games around! It's incredibly fast for a start, but never so fast that it's not possible to control the players. In fact, the players are some of the most controllable in a footy game - being able to perform loads of moves which can be combined to create new tactics. The computer opponents are very hard to beat to begin with, as they perform flowing passing movements and set up excellent goals while you're still playing the long ball tactics required to win in almost every other football game! After some practice and when a few of the tricks have been mastered, it becomes a lot fairer. The commentary, as with all others, gets a little bit repetitive after a while, but it's still very good. All you need to do is play the game once and you'll see how good it is straight away. It's the best PlayStation football game, in my opinion.

ED LOMAS

Good, and that's OFFICIAL!



US Gold have managed to get the official Olympic licence for their football game, meaning that there are no famous professional players in the teams. In fact, the player names in *Olympic Soccer* have all been made up! The licence also means that the real soccer grounds to be used in the Atlanta Olympics are in the game, as well as the proper Olympic soccer tournament rules.



RATING






It may not look very good, but there's so much to learn and it's so fast and fun to play that it comes with a high recommendation.











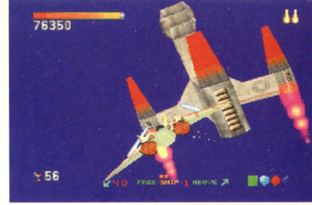


- SATURN AND PC-ROM VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE 1 CD
- PRICE IMPORT
- PUBLISHED BY TELSTAR TEL: 01932 222 232

Master the controls of a futuristic fighter plane, as you decimate the land of all those who rebel against FedNet – your superiors. An average day for a 3037 AD citizen of earth.

STARFIGHTER 3000

One of the most impressive titles on 3DO is *Starfighter 3000*. Mainly because, for a machine whose sell-by date looms dangerously close, it puts out some seriously impressive real-time 3D routines. Now this widely acclaimed graphical tour de force is being offered to the PC, Saturn and PlayStation masses, the question raised is how significant can a high-end 3DO product be to an audience who expect complex 3D as a minimum requirement.



It's real-time 360° action all the way in your Predator Starfighter.



Pilots may target anything they choose and blow it all to pieces (of parsnip).

STARFIGHTER UNIVERSE

Action takes place within a limited area, but a Starfighter's options within those confines are massively extensive. Pilots are given free reign to demolish everything ground or air based, excepting, of course, the mother ship which must be protected at all costs.





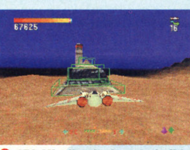


Fly into outerspace for battle!



SPACE HOT ROD

Your ship is a Federation planetary assault vehicle, named Predator Mark-IV. The control method is simple, with all directionals handled by the thumb pad, and only one button to fire whichever weapon is selected. Speed remains constant if nothing is pressed, but afterburners increase thrust should you need it. The Predator is enhanced with ECM (Emergency Counter-Measures) as standard, though this missile deterring mechanism is limited to number of uses.



ATG Missiles lock-on to buildings, and display a green matrix to highlight the target.





So long as you're vaguely on target the docking computers handle the rest for you.



The on-board computer 'talks' to the Mother Ship, which relays information for display on the strategic map. From here pilots may lock-on to most targets, and track them through a direction arrow.



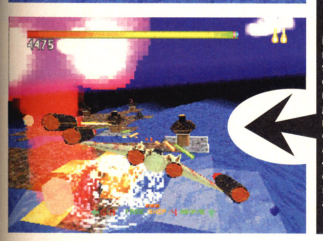
Predator's powerful lasers not only scorch the earth, but are so intense they remold the landscape, in a process known as Terraforming. Just like you hear about in the movie Aliens

HEAVEN SENT

Fellow Feds on the Mothership occasionally deem it necessary to help by parachuting supplies to the war zone. Snatch these before they fall, and the Predator receives an immediate upgrade.



Wing Pods add more fire-power and more speed to the Predator. Usually they come in pairs, but solo pods are common too. They're fragile though, so don't expect to hang onto them if reck-less flying's your game.



Megaship is a power-up reserved only for parachute drops. As the name sug-gests, this maxes out everything for a limited time – ultimate control, speed, and armament.

CRYSTAL CASTLES

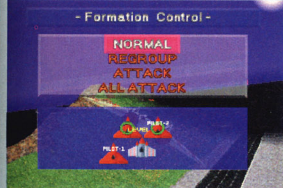
Each time something is destroyed, at least one strange crystal-like artifact is left behind. These come in a variety of colours. By collecting them in a certain order, the Predator's matter-energy converter boosts the performance of the ship in some way. For example two 'blues' increase the number of Air to Ground missiles available; red with yellow tightens ship control; reds combined amplify laser power, and so it goes. It's down to pilots to memorise different combinations, as the on-board computer doesn't store this information.



Trash everything to exhume as many crystal power-ups as possible!

FORMATION FLYING

Later missions involve commanding a small squadron of Federation fighters. Pilots may dictate which formation is best in a situation, and may choose to adapt at any time. Another tactic involving team members is using the Mother Ship as cover. If the action gets to hot in the skies, move in close and she'll blast a few enemy fighters from the sky with her powerful cannons.



In Normal Formation fellow pilots hang tough until the group falls under attack.



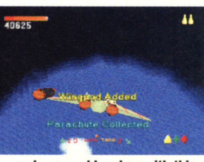
Using the Fly Past camera to view the formation in action.



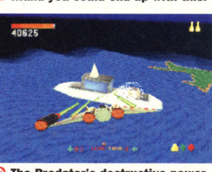
Have the squad take all the heat for a while!



Act upon this message quickly...



...and you could end up with this.



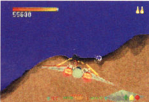
The Predator's destructive power is increased significantly.

REVIEWER

Technically *Starfighter 3000* is an impressive piece of software, and there are many clever aspects that a strictly pragmatic reviewer could point out to its favour. The use of artificial intelligence; multiple camera angles; volatile landscapes. However examining programmers' potential is not we're here for, and there are many more reasons why *Starfighter* ultimately fails as a game. First of all it lacks style. The least constructive comment I could offer is that it looks like a great Jaguar game, but the best way to put it is that the landscapes, buildings, and craft don't look ready to have left the drawing board. *StarWing* on the Super NES has more chic. The ship is a dog to control too – sluggish and heavy, which doesn't help in a tight situation. Explosions are great for a time, but when it comes to immersing yourself in the game all that exists is extensive target practice under increasing duress. Any ingenuity is swamped by a lack of speed; foggy objectives; and little variation. I am sure that if the programmers worked on the look, and graded the flow of the missions better, they may have created something immediately more appealing with *Starfighter*. But, to my mind, there's just no fun in repetitiously demolishing polygon constructs to the tune of dire techno.

PAUL DAVIES





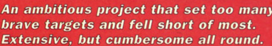


There's some pretty awful 'clipping' of scenery in the game.

RATING







An ambitious project that set too many brave targets and fell short of most. Extensive, but cumbersome all round.

PC CD ROM | RACING SIM | BY GEOFF CRAMMOND
JULY RELEASE | 1-2 PLAYERS

• PRICE £TBA
• PC AND AMIGA PREQUELS AVAILABLE
• NO OTHER VERSIONS AVAILABLE
• PUBLISHED BY MICROPROSE
TEL: 01454 326532



PC CD ROM

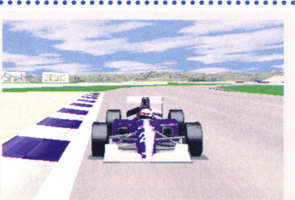
Geoff Crammond is known by almost every single video gamer as one of the best programmers in the world. Here's what he's been doing for the last few years:

GRAND PRIX 2

Geoff Crammond's first *Grand Prix* game has become a legend. This sequel is pretty much as well-known already, as it's been in development for years – the original release date was about a year ago! This version is based on the 1994 season and features all the drivers from that year, except Roland Ratzenburger and Ayrton Senna, obviously. But the major difference is the excellent new graphics engine, enabling fantastic Super VGA graphics with light sourcing and shading to make the tracks and cars look incredibly realistic.

LIGHT-SOURCED BEAUTY

The car models in *GP2* look absolutely fantastic, partly because they are light sourced. As they drive past, the light moves around the surface of the car, making everything look totally solid. From the close-up view of the driver it's possible to see the light reflecting off the helmet visor!



WATCHING TV

As with the first *Grand Prix* game, there are absolutely LOADS of views available! That's something we say a lot about games these days, but *GP2* is just plain excessive! The main view is from inside the car – which gives the best impression of speed – but there are also views from each wheel, behind the car, looking out the back, straight at the driver, following behind, from the real BBC TV camera positions, spinning around the car – and that's not the lot! There are only two that are really worth using while playing, but a wide selection is nice when watching replays.

There's also a special "TV Director" mode which can be used to view the action, either when you've crashed out or if you're watching a computer race. A virtual TV director will cut between the TV camera views and in-car shots to give the best view of the action! What an excellent idea!







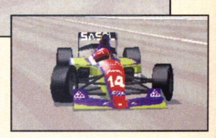




GIVE IT THE ONCE OVER, MATE!

With the car in the garage, it's possible to configure absolutely everything so that it suits your needs for the next track perfectly. Players can change the gear ratios, wing angles, fuel levels, brake balance, pit strategy, and more! All the settings can be saved, ready to be reloaded at another time.





AIRBAG AS STANDARD

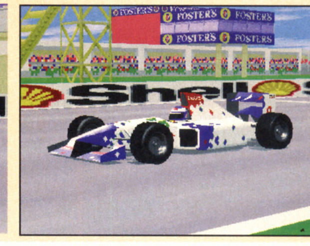
One of the major enhancements to the *GP* game engine is that the cars can now flip and roll over, creating far more realistic collisions. Getting close to other cars is very risky as touching wheels can send one car riding over and into the air! High-speed crashes are more spectacular, as cars are launched into the air, spinning and rolling a they go! Also, chunks of cars and their wheels fly off to make for some amazingly realistic replays!



REALISTIC DATA!

For the real Formula 1 fanatic, *GP2* is heaven. Not only has it got all the real drivers, teams, cars and tracks from the 1994 season, it's got more statistics than normal people can handle! During the game, it's possible to record all the data from your computerised car then look at the data in the form of graphs. These graphs can tell you how the suspension on each wheel moved, how fast the car went around the corners, the engine revs... everything!





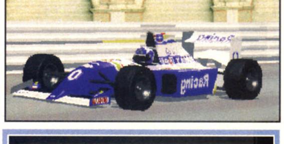




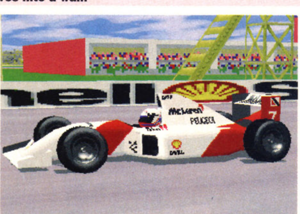


IN THE HOTSEAT!

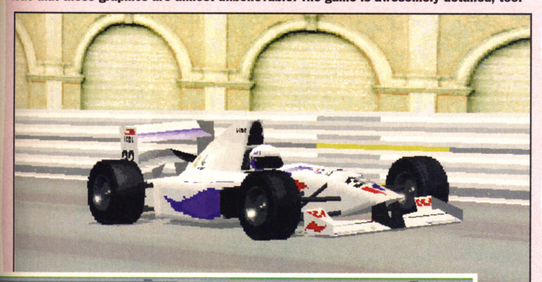
It isn't necessary to have two PCs or a modem to play with more than one driver. As in the original game, there's a hotseat mode which has players taking it in turns to control their car, while the computer takes over the other player's. It's an interesting idea, and one that works fairly well, though it can be annoying to watch your friend driving well while your computer-controlled car drives into a wall!







Just look at these incredible cars! The graphics are so good and the models are so realistic that these graphics are almost unbelievable! The game is awesomely detailed, too!





The drivers lean their heads to the side as they go round corners! Also, all the suspension moves seperately from the car! This game is just too realistic!

REVIEWER

This may (no, it will) sound sad, but I used to play the original *Grand Prix* on the Amiga for 100% race distances – that's up to 80 laps at a time! For a while, it was my favourite game on the planet, and I played it all the time. I, like many other PC owners, have been looking forward to this update for what seems like years, and I haven't been disappointed. It plays almost identically to the original game – supposedly the most realistic F1 car handling around, lots of helpful driver aids for beginners, plenty of views, all the real tracks, replay modes, and all the strategic elements of real F1 driving – but looks so much better than before. From the TV cameras in SVGA mode with all the detail turned on, it sometimes looks of photographic quality! The amount of work that's gone into the game is astounding – the tracks are so detailed that it's possible to learn the real things from the game, and the car physics make the cars move exactly as you'd imagine them to. This is by far the most comprehensive and realistic driving sim available anywhere, and is even great fun for those who can't be bothered to take it seriously. This comes very highly recommended to absolutely everyone with a decent Pentium PC.

ED LOMAS









Definitely the most detailed and realistic racing simulation that a normal amount of money can buy.




SHELLSHOCK

The premise here is very simple: Pilot an M-13 tank, festooned with heavy-duty firepower, into battle against terrorists. Players start out as a rookie in a group calling themselves 'Da Wardnez', and are promoted according to performance in the field. Key targets – ground or air-based – show up on radar; and are hunted down, while taking out minor troublemakers. A neat touch is how terrain sometimes impedes the tank's performance, however the team leader's 'advice' is very annoying. In a multi-player situation, assuming the role of assassin feels cool as in any 3D shoot 'em up. Unfortunately this doesn't come close to the grandeur of *Terranova*, or match *Duke Nukem* for thrills. Hardly terrible, but hardly good by any stretch of the imagination.
PAUL DAVIES

3D SHOOT 'EM UP
OUT NOW
BY CORE DESIGN
1-8 PLAYERS

- PRICE £44.99
- SATURN AND PLAYSTATION VERSIONS AVAILABLE
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Core's *Battlecorps* on Mega-CD was much superior to *Shellshock*.




FRANK THOMAS: BIG HURT BASEBALL

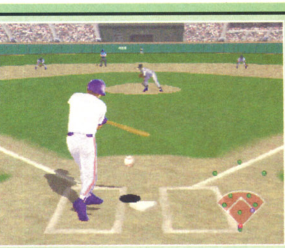
Acclaim are a big enough company to wield a baseball game, and handle the silence of a UK ball park without shedding a tear. In my book there has only ever been two hardball games worth recognising if you're not a big fan of the sport: *Powerful Pro Baseball* from Konami, and *Ken Griffey Jr* from Nintendo – both for the Super NES, and neither available in this country. What *Big Hurt* lacks, that those games have, is an element of fun – which is the perfect draw for somebody who would otherwise turn a blind eye. As it stands, *Big Hurt* functions well as a safe baseball game which will sell to fans on its name alone. But for most players this whole pitching and batting routine becomes monotonous. And besides the music and sound effects are especially dire, which I personally cannot stand. **PAUL DAVIES**

BASEBALL SIM

OUT NOW
BY ACCLAIM

1-2 PLAYERS

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- NO OTHER VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- FORMAT 1 CD
- RELEASE BY ACCLAIM
  TEL: 0171 344 5000


Very bad music and speech. Something Paul personally cannot stand, apparently.



VIRTUAL GOLF

Any game that proudly sports 'virtual' in its name, as if it's the latest buzzword in 3D technology, is clearly off to a bad start. But criticising this game's name is just being unfair, because there's far worse here to moan about. We reviewed the Saturn version of *Virtual Golf* back in our March issue, and were distinctly unimpressed by it. The PlayStation version is exactly the same. So, unsurprisingly, we're distinctly unimpressed by it. More so this time around. The problem with *Virtua Golf* is that it's just too basic. Although it employs a swing-o-meter similar to that of the *PGA* games, it lacks the depth or skill of the latter. The gameplay really amounts to pressing B twice, with no real thought required. On top of all this, the graphics only amount to reasonable, and the sound is, well bizarre is the kindest description. With *Actua Golf* in there's very issue, there's really no contest. **TOM GUISE**


GOLF GAME
OUT NOW
BY CORE DESIGN
1-4 PLAYERS

- PRICE £44.99
- SATURN VERSION AVAILABLE
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- FORMAT 1 CD
- RELEASE BY CORE
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The word at the top left of the screenshot says it all, we feel.





SLAM 'N' JAM '96

As we head toward the third generation of PlayStation software, it seems the next breakthrough in game advancement is to make them look crap. At least if *Slam N Jam* is anything to go by. Boy, is this one going to make you laugh. Goodness knows what licensed superstars, Magic Johnson and Kareem Abdul-Jabbar, think of their deformed monstrous sprite caricatures. More importantly, what do they think of their on-screen performance? Jerking back and forth like lobotomised freaks, they don't exactly generate thoughts of sensational basketball. Neither does the cool-ster commentator with remarks like "He must have springs in his shoes!" It's funny that the attempted special effects – such as the reflections which only extend as far as the ankle – only emphasise the hideously poor quality of this game. **TOM GUISE**


BASKETBALL
OUT NOW

BY CRYSTAL DYNAMICS
1-2 PLAYERS

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- NO OTHER VERSION PLANNED
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- RELEASE BY ACCLAIM
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STRIKER

This is pretty much identical to the PlayStation version which was released at the end of last year. The graphics are the same – fast and smooth, but with rough players. The sounds the same – awful commentary – and it plays the same – ball that weighs a ton and doesn't roll, power bar for shots, computer opponents that move twice as fast as you... This isn't really acceptable when the Saturn's got *Euro '96* already, with *Olympic Soccer* and *Victory Goal 2* coming soon. There's really nothing at all in *Striker* that is better than any other football game, making it a totally pointless thing to get. In fact, it does just about everything far worse. Don't bother.
ED LOMAS



FOOTBALL
OUT JULY
BY RAGE
1-4 PLAYERS

- PRICE £44.99
- PS VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- FORMAT 1 CD
- RELEASE BY ACCLAIM
  TEL: 0171 344 5000



Only 55 seconds into the game and already the action is heating up! The crowd goes wild!





SPACE HULK

Space Hulk isn't just another *Doom* clone. It plays differently, in that the player controls a squad of space marines rather than just one. This gives the game a strong strategy feel as marines are positioned and assigned tasks. The graphics are slightly smoother than the 3DO version's, but the game speed is the same – slow. This is because you play as a marine in giant armour, admittedly, but it can get very tedious when you're trying to get to the other side of a stage and it takes ages. There are loads of impressive weapons, and it's always fun to blow the Genestealers up the wall, but the overall pace and feel of the game will only appeal to a minority of PlayStation owners. Still good and well worth a look.
ED LOMAS



3D ACTION STRATEGY
OUT JULY
BY EA
1 PLAYER

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- 3DO, PC CD-ROM VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- FORMAT 1 CD
- RELEASED BY ELECTRONIC ARTS
  TEL : 01753 549442






Fulfil your dreams of confronting Genestealers face to face. Aieee!



NEED FOR SPEED

Need for Speed on the 3DO was pretty amazing for its time. It wasn't just amazing for a home machine – it looked good even compared to *Cruis'n USA* in the arcades. The PC and PlayStation versions didn't make such an impact, as graphics of that quality come as standard in most games nowadays. However, *Need for Speed* has always been great fun, and the new Saturn version is just the same as the PlayStation version reviewed in issue 174. The only real difference is that the smoke from skidding tyres looks a bit rough. Otherwise, it looks just as good – smooth and solid cars, with good-looking tracks. The crashes are the highlight, as the cars can roll and flip, so there are loads of homemade bonus games to play. Also, there are a bunch of tracks, hidden modes (and a car) which mean the game's going to last. Great fun, especially the crashes!
ED LOMAS



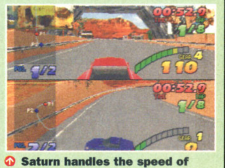


RACING
BY EA
OUT JULY
1-2 PLAYERS

- PRICE £44.99
- 3DO, PC CD-ROM VERSIONS AVAILABLE
- FORMAT 1 CD
- RELEASED BY ELECTRONIC ARTS
  TEL : 01753 549442



Lovely view, but keep your eyes on the road!



Saturn handles the speed of two-player mode well.



SETTLERS 2

The idea of *Settlers 2* is a simple one, even for those who've never played the original – keep your men alive. They start off shipwrecked on an island, and the you begin by getting a small town running. Eventually the game transforms, giving the player far more to do – sorting out the armies, trading, etc. Graphics are 'functional' and quite pretty too, as are the atmospheric sounds. If you ever get bored of the sound effects, just put a Metallica CD on (but not the new one) with the player option. Though it starts off a bit boring – just following orders, waiting to be told what to do – it gets better. Much better. Just like the first game, the little people can be left alone overnight to do what they want, and they won't all die. Slow moving, but top quality.
ED LOMAS






STRATEGY
BY BLUE BYTE
OUT JULY
1-2 PLAYERS

- PRICE £44.99
- FORMAT 1 CD
- RELEASED BY BLUE BYTE
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MINI REVIEWS

£199 CELEBRATION



WIN A SATURN OR PLAYSTATION PLUS GAMES!

Spend that £199 on more games! That's the message on these pages, because CVG is giving YOU the opportunity to win a Saturn or PlayStation – AND that system's top three recommended games.

Just like you, the CVG staff were completely taken aback by the 32-bit system price crash. £199 for the games machine of your dreams! This marks a 50% price drop for Saturn since its first release, and a similarly mighty gesture from Sony. They want you as much as you want them, get it!

To boost word of mouth notoriety CVG is holding this competition. It's also a great opportunity to take account of the amazing line-up of games out there for both systems. We get so many phone calls and letters asking for advice on which system to buy, this mini feature has been long overdue.

Having read the magazine for some time now, you ought to be familiar with most if not all of the games mentioned here. We'd like to remind you of the best points of the best games for the best machines. Maybe you already own a 32-bit console, and need reminding. But we're quite certain many of you are still trying to make up your mind. These pages should help – especially if you get lucky in the competition.

* HOW TO WIN *

Look it's really simple. Just fill out the form below and post it to this address: £199 CELEBRATION COMPO, CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is September 1st 1996.

YES I WOULD LIKE TO WIN A SATURN/ PLAYSTATION (delete as appropriate) BECAUSE...

NAME:
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Tie Breaker: If you could change one thing about the video games market in this country, what would it be?

COMPETITION RULES: EMAP IMAGES and their immediate families aren't allowed to enter any CVG competitions. The Editor's decision is final!

SATURN

VIRTUA COP
This is one game PlayStation owners just wish they had! Coupled with the arcade-perfect Virtua Gun, it's a high-adrenaline, ear-splitting experience! What's more, even your gran can play it – if she's got arms! For gun-slinging experts though, this is one of the greatest highscore challenges invented!

SEGA RALLY
Still one of the most graphically stunning arcade racers around, with intense gameplay to heighten the appeal. And this is one heck of a conversion. We mentioned a long time ago how this game was hot enough to sell the machine. And from your letters we now know this to be the case.

VIRTUA FIGHTER 2
The UK may be slow to catch on, but *VF2* is still the number one coin-op in Japan's game centres – where they take gaming very seriously. Yes, this is probably the world's hottest video game even now, believe it or not. We've been in love with *VF2* since we first played the game on test in London. You must own it!!!

PLAYSTATION

WIPEOUT
This game pretty much defined the PlayStation at launch time last September: Slick graphics, out-of-this world gameplay, and a hip affiliation with the club crowd. Wipeout sold on a ratio of almost 1:1 with hardware back then, and still people are wowed by it.

STREET FIGHTER ALPHA
An arcade perfect conversion of a genius Capcom coin-op. And with the many options available – Training Mode, Remixed Music, etc – in some ways PS *SFA* is even better. Anyway, you need to own this if only to prepare for the sequel coming to PlayStation later in the year.

RESIDENT EVIL
Visually and viscerally the best PlayStation game yet. Could easily become an all-time classic for the system. This is one game Saturn owners are longing to see on their machine. They might just get it too, but Capcom cannot promise the same level of detail. A PlayStation "must".

COMPETITION



ST UK GAMES:

IZER DRAGOON ZWEI
rious sequel to an innovative
bit shoot 'em up.
RTUA COP
GA RALLY
RTUA FIGHTER 2
AYTONA USA
UARDIAN HEROES
raditional hack 'n slash
ction, from the genius
reasure team.
IGHT WARRIORS
TREET FIGHTER ALPHA
X-MEN: CHILDREN OF THE ATOM
BAKU BAKU
ULTIMATE MORTAL KOMBAT 3
Probably the most sought after 32-bit game we've ever known.
BUG
CLOCKWORK NIGHT 2
EURO '96

COMING SOON:

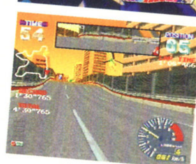
HEART OF DARKNESS
VIRTUA COP 2
VIRTUA FIGHTER KIDS
DAYTONA REMIX
Revamped look, and all-new tracks besides. We can't wait.
BUG TOO!
NiGHTS
FIGHTING VIPERS
VIRTUAL ON
MARVEL SUPER HEROES
Only the Saturn can handle the intensity of this mighty game!
SONIC X-TREME



BEST UK GAMES:

WIPEOUT
STREET FIGHTER ALPHA
RESIDENT EVIL
RETURN FIRE
TRACK AND FIELD
Konami's ultra-addictive, adrenaline-pumping olympic sports extravaganza.
TEKKEN
RIDGE RACER REVOLUTION
The original Road Rave is revamped for 96. The new course is mental.
ADIDAS POWER SOCCER
ACTUA SOCCER
ALIEN TRILOGY
This 'corridor' game ranks among the best movie licenses of all time.
AQUANAUT'S HOLIDAY
TOTAL NBA





COMING SOON:

F1
TEKKEN 2
Virtually flawless arcade conversion of a massive coin-op.
WIPEOUT XL
CRASH BANDICOOT
Being pushed by Sony as their *Mario/ NiGHTS* contender.
DESTRUCTION DERBY 2
STAR GLADIATOR
FINAL DOOM
Tougher levels designed by hard-core *Doom* players and id.
WAR GODS
PANDEMONIUM







SONIC 3D



At last! The coolest video game character around has returned to his home system with a new look!

FORMAT: MEGA DRIVE
BY: SEGA
DUE: NOVEMBER

The Mega Drive *Sonic* games are arguably the best available on the system. They were responsible for making the machine so popular, and also helped boost the profile of video games in general. So it's with great excitement that we forget all that, as another *Sonic* game arrives! This time it's different – no more flat 2D characters, just lovely rendered 3D models whizzing around gorgeous 3D levels! There are also different objectives, new enemies and complete 3D movement, similar (in a way) to the freedom in *Mario 64*!



YOUR MISSION IS...

The object of *Sonic 3D* is different to the other Mega Drive *Sonic* games. Before, Sonic had to run through to the far right of a level, but now he needs to collect Flickys to progress through the acts, as well as searching for the exits. It changes the style of the game quite a bit, but don't worry – there's still plenty of high-speed zooming around, crashing through walls and bouncing off walls!


1. **When a Badnik is destroyed, the Flicky inside is released.**


2. **Grab it before it has the chance to get away!**

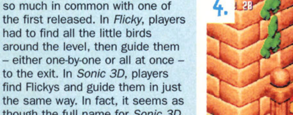

3. **Find all five and they follow Sonic around closely.**


4. **Jump and hang on to the giant ring to drop off the Flickys.**


5. **Then warp to a different part of the act and continue!**

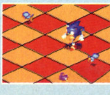
FLICKY FIASCO!

It may seem strange that the latest Mega Drive game should have so much in common with one of the first released. In *Flicky*, players had to find all the little birds around the level, then guide them – either one-by-one or all at once – to the exit. In *Sonic 3D*, players find Flickys and guide them in just the same way. In fact, it seems as though the full name for *Sonic 3D* will be "*Sonic 3D on Flicky Island*".





Leading a load of Flickys around at once can be a bit risky, as they fly away when hit by an enemy. It's often better to drop a few off every now and then.







See the way that the yellow birds follow Flicky just like in *Sonic 3D*?

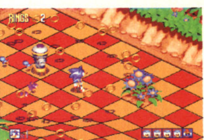
FIRST-CLASS CREDENTIALS!

The game is being programmed by Traveller's Tales, one of the most respected teams around. They are responsible for such impressive Mega Drive games as *Puggsy*, *Mickey Mania* and *Toy Story*, so an excellent feel and great control are guaranteed. All of the level and character designs are being done by people at Sega, overseen by the man who did all the character designs for the *Clockwork Knight* games – which is very good news as both of them had a great selection of characters. Also, Mr Naka Yuji himself – creator of *Sonic the Hedgehog* and full-time genius – has had quite a say in the project!



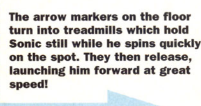
PUSH DEM BUTTONS!

The first stage is currently pretty empty, giving players the chance to get used to the totally new *Sonic*. He's moved around the stage as you'd expect, simply by holding the D-pad in the direction you want to go. For the first time in a *Sonic* game, more than one button is used – one to jump and the other to replace the Down direction in the previous games. This is because all of the D-pad directions are now used to move Sonic, meaning that the extra button is needed. Simply press B when standing still to perform the Super Sonic Dash, or press it when running to roll along the ground.



There are already secret sections to discover. Here's a 1up!

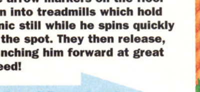
The arrow markers on the floor turn into treadmills which hold Sonic still while he spins quickly on the spot. They then release, launching him forward at great speed!







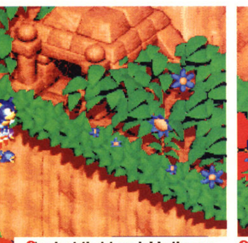
Get hit and all your rings and Flickys go flying!



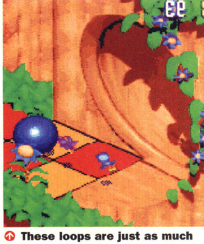
One of the features of the first zone are these cannons. Sonic can jump into them, then launch himself back out, over walls to different sections of the act!



The Flickys manage to keep up with Sonic, no matter what!

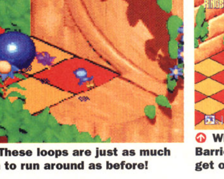


Look at that temple! Is there a way inside?



These loops are just as much fun to run around as before!





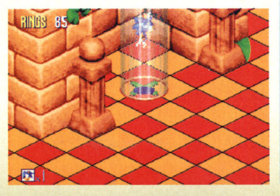
When Sonic collects the Barrier power-up, all of the Flickys get one as well!



Sonic warps into the boss stage from the end of act 2, then destroys Robotnik!

ROBOTNIK RETURNS!

At the end of the Green Grove Zone, Dr Robotnik appears is one of his spaceships and tries to crush Sonic with a giant spiky ball. At the moment, he's very easy to beat – just jump on top of him when he flies low to collect the ball.



THE SECOND ZONE REVEALED!

The second zone, like the first, hasn't got a definite name yet, though it does look very similar to *Sonic 2*'s Chemical Plant Zone. There are robotic mice and octopi to avoid, and high-speed chutes to whizz around. So far, neither of the two zones are totally complete, but the finished version will feature at least seven of them, each with two acts and a boss stage. Also, each act now takes longer to complete than the other *Sonic* games, and is broken up by having to collect the groups of Flickys, meaning that there are effectively twice as many stages!









Driving a super-powerful car around corners at over 200mph is something we all want to do. And now we can.





An official Formula 1 racing game is bound to be popular. Every round of the World Championships is watched by millions of people on TV, with thousands more attending the races. There have been many games based on Formula 1 racing, but never before has a game had all the ingredients to make it the perfect simulation – real tracks, real drivers, incredible graphics, surround sound, rock music... and Murray Walker! And on top of all that, it's from one of the most highly respected programming teams in the world! We've been following the development for months, and here's our last update before the full review next issue!





This view's easiest.

GO ANYWHERE!

The excellent 3D graphics mean that the races can be viewed from any point on the track, so there are loads of virtual viewpoint options. The actual game can be played from one of four regular views (like the four in *Virtua Racing*), and a rear view can be flipped up on-screen simply by pressing Down on the D-pad. There are also incredible TV views which look just like a real TV presentation of the Grand Prix, all the more so because the views are based on the real BBC TV camera positions!



Check the rear view!









The cars whizz past the cameras at over 180mph!

TEAM PLAY!

All 13 teams from the 1995 season are included, along with the 35 drivers who started – including Nigel Mansell! It's possible to play as any of the drivers, and they make a difference – the Williams feels very different to to the Ferrari. Also, the car models were created from real team blueprints, so they're totally accurate as well! During a race, you'll also notice how each driver's performance relates to their real-life counterpart's!



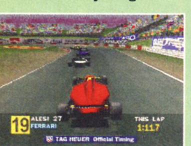
All the teams look exactly as they should!



The cars look just right!



The benetton has got all the right stickers!









This horrendous starting line pile-up would cause a restart. Here it shows off the amazing detail in the distance. See the other cars?



Overtaking like this isn't much of a problem in Arcade Mode, but when racing seriously, this would put you out for good!

FIX ME!

In long races, or when you've taken a bit of beating and one of your wings has fallen off, you'll need to make a pit stop. By pulling in, you can access a menu with options to top up fuel, change tyres, and repair the car. Getting everything right so you don't lose too much time isn't as easy as it sounds!



Then get out of there as quickly as possible!



Get a top-up, change tyres, and do repairs...



Oops! It looks like someone left the braking a bit late here!



Drive into the pit lane...



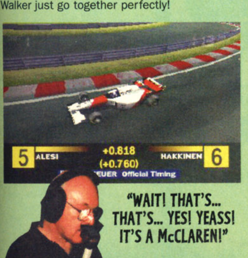
Losing control in the wet nearly always ends in a pile-up, as the cars spin totally out of control – normally ending up back on the track facing the wrong way! Racing in the wet without any computer assistance is for true *Formula 1* masters only!

INCREDIBLE SOUNDS!

Not only are the graphics in *F1* incredible, as you can see, the sound is amazing too! All of the cars have different engine noises, which can be heard in awesome Dolby Surround Sound, providing you've got the equipment. Don't worry if you haven't got the set-up to appreciate it fully – there are excellent stereo and Q-Sound modes as well!

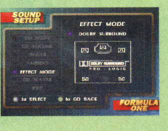
MURRAY'S MINT!

One of the best features of *Formula 1* is that Psygnosis have managed to get Murray Walker to do the commentary! All the way through the race, Murray shouts the current race standings as well as going completely mental when anything exciting happens! It's incredible how much more realistic the game seems when Murray's talking – *F1* and Mr Walker just go together perfectly!



RAAWKIN' IN THE STREETS! YEAAH!

Almost everything about *F1* is brilliant – especially the music! As with *Wipeout*, Psygnosis have got three CD tracks by real artists. Here, instead of techno music, we've got the awesome rock guitar legends – Steve Vai and Joe Satriani! The tracks are excellent choices – "Juice" from Steve Vai's album "Alien Love Secrets", "Summer Song" from Joe Satriani's "The Extremist", and our favourite, "Back to Shalla-Bal" from "Flying in a Blue Dream" (some of you may recognise it as the brilliant music from the original Mega-CD promo video!). As well as these three tunes, Psygnosis's in-house musician has created and recorded some fantastic music of his own. In fact, it's so good that's it's often hard to tell that it's not either of the Guitar Gods!



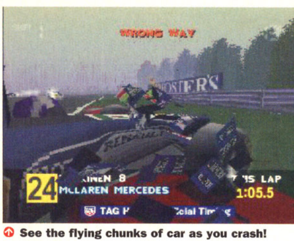
ARCADE MODE!

As well as the realistic Grand Prix mode, there's a special Arcade option. It plays a bit like *Virtua Racing*, with no car damage and time limited checkpoints.



When playing in arcade mode, checkpoints are set up, with a time limit for each. Also, a rev counter and speed indicator appear in the bottom corner. As well as this, the car handles differently!



See the flying chunks of car as you crash!



Formula 1 shouldn't be this rough, surely!



Oof! A bit close to the McClaren there!



The wet makes it impossible to see a thing!

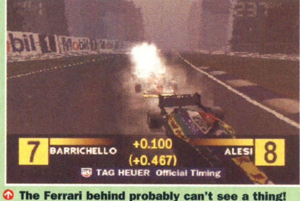


There's even a bit of nice-looking lens flare from the starting lights above!

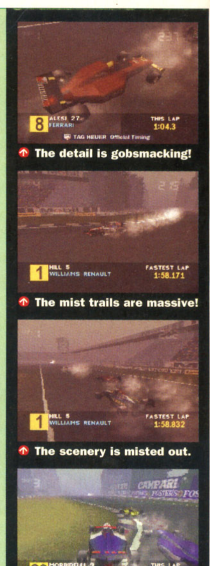
WEATHER REPORT!

Before each race, the computer calculates the weather using accurate statistics for the area of the world you're about to race in. This means that it's far more likely to rain in Britain than in Australia, adding yet more realism to the game!
The rain effects are fantastic, as the cars spray up water from their rear tyres and a grey mist covers everything in the distance. Slipstreaming other cars is made dangerous in this weather because the spray thrown from the track impairs your vision almost totally!





The Ferrari behind probably can't see a thing!



The detail is gobsmacking!

The mist trails are massive!

The scenery is misted out.

That's a dangerous move. You'll lose control easily!



SEVENTEEN TRACKS!

All seventeen (that's 17) of the real Grand Prix circuits around the world are in PlayStation *F1*! They are all totally realistic models of the real-life tracks, with all the track-side detail and every single curve and bump recreated. Because they are so accurate, anyone who plays this game enough will instantly be able to recognise the real tracks, and vice-versa.

The Adelaide circuit is set partly on the streets.

The massive stand at Spa looks amazing!

Every slip road at Silverstone is here!

Magny Cours is a very good-looking track.

Even the cross over is visible at Suzuka.

The Hungaroring looks just like a photograph of the real course! Absolutely *everything* is here!



When you first play with no driving aids on, you'll be spinning off and crashing out all over the place! One wheel wrong and it's over!



The rear view mode is a good idea, as a permanent mirror might slow the graphics down slightly. Also, this looks fantastic!





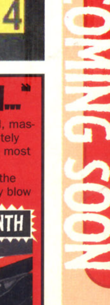
TWO PLAYER MODE AS WELL!

F1 is another PlayStation game which uses the link cable for excellent 2-player races. Players can race in either a head-to-head mode with no other cars, or compete in a full Grand Prix with all the other computer drivers!



"GENTLEMEN..."

Next month we'll have a full, massive review of what is definitely going to become one of the most popular PlayStation games around! We guarantee that the next issue is going to totally blow your mind!












OCTOBER RELEASE | 1-2 PLAYERS

- PS, PC, SATURN PREQUELS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- RELEASE- JUNE
- PUBLISHED BY PSYGNOSIS TEL: 0151 282 3000

Wipeout has become the symbol of the PlayStation. A game with such a reputation deserves a magnificent sequel. Here it is!



WIPEOUT 2097

Wipeout 2097 is set 45 years after the first game, and the Anti-G racing class has changed from F3600 to F5000. New courses have been built, and the racing teams have all designed new ships. New weapons have been created and the rules have been changed to increase the risks. New teams have entered the races, pushing the number of racers up from 8 to 12 at a time. As well as all of this, the graphics of the game have been improved - the ships leave incredible light trails behind them, and the flares from exploding opponents look incredible! It seems as though one of the greatest games ever has actually been improved on!





KICKIN' TRACKS!

The original *Wipeout* had six regular tracks, plus one extra, revealed when the second racing class was mastered. *Wipeout 2097* uses a different system: two tracks for each of the three classes - Vector, Venom and Rapier, plus an extra class when all three are mastered. This means that there are different difficulties of track as well as racing speeds so that everyone from total beginners to experts can play straight away. The tracks all look incredible and are more imaginative than in the first game - one is floating high in the air, supported by hovering aeroplanes!



FEELING ALL DIFFERENT INSIDE

The overall feel of *Wipeout 2097* is slightly different from the original game. Seeing as the racing class has changed from F3600 to F5000, the handling of the ships has changed for a start. They now respond quicker, meaning that they are still totally controllable even at the highest speeds.





PRESENTATION HEADING

Once again, the Designers Republic have designed all the logos for the game, meaning that it looks as cool as the original Wipeout. Also, the option screens have all been redesigned to make them both easier to use and more pleasant to look at. The loading screens have also been made more interesting, though they won't be need so much, seeing as the loading times have been greatly reduced!



MORE AMAZING WIPEOUT RACING!

COMING SOON

IT'S A TEAM GAME

The four teams from the first game return - AG Systems, Auricom, Qirex and FEISAR - each with new ship designs. Before, the teams all had very similar craft, but now they've each got a different look as well as different handling styles. There is also going to be a hidden team to compete against and eventually play as!



WE'RE TAKING DAMAGE!

Another addition to the rules of Anti-G racing is that racers can be destroyed! The weapons now become a more important part of the game than before, as repeated hits don't just mean lost seconds - they can mean the instant end of a race! Because of this a pit lane has been added, similar to that in F-Zero. Ships need to be piloted along the lane, and are recharged on the move so that only a few seconds are lost.







WEAPONS HEADING

Seeing as it's now possible to destroy enemies, as well as be destroyed yourself, the power-ups are more important than in F3600. There are now 11 items to be picked up - 6 new, plus 5 upgraded originals.



2097 NEW!!!

MISSILE
A heat-seeking missile which has a new locking sight.

ROCKET
Three straight rockets are fired at once.

MINE
Five floating mines are dropped in a row.

TURBO
Launches the ship to incredible speeds for a few seconds.

SHIELD
A blue shield stopping all damage, as well as disabling all other weapons for 5 seconds.

ELECTROBOLT
Similar to the old Shockwave, this reduces control as well as sapping energy.

THUNDER BOMB
A bomb which causes a large explosion, damaging all visible ships.

QUAKE
Sends a giant ripple along the track, accompanied by a row of flames!

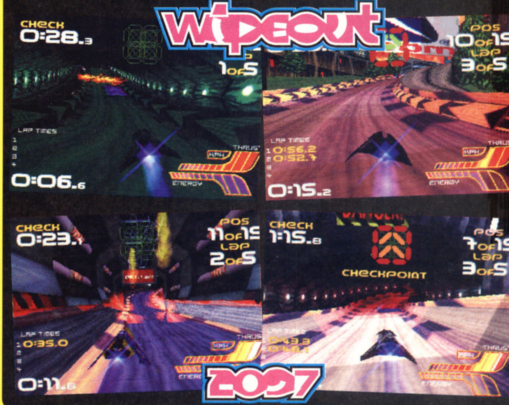
PLASMA BOLT
The most powerful weapon. Takes a second to charge, the fires straight ahead.

AUTOPILOT
Takes control of the ship for 5 seconds. Best used at really tricky points.

EMERGENCY E-PAK
Recharges the ship's energy without needing a pit stop.

KICKIN' IN THE BEAT! WOOO!

One of the things that gave the original *Wipeout* game such a good atmosphere was the awesome techno soundtrack featuring famous artists. This time, Psygnosis is including a soundtrack comprising totally of real performers. As yet, it hasn't been confirmed who's appearing on it, though the Chemical Brothers have already been approached.

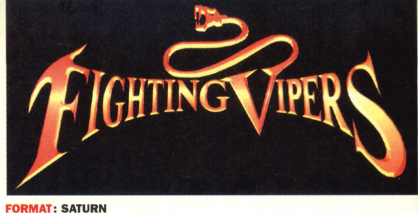


NEXT MONTH.... INTO THE FUTURE!

The development of *Wipeout 2097* is coming along very quickly, so we should have an update next issue as we look forward to reviewing the finished game!

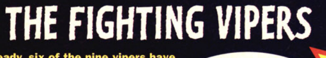


We said it was coming. But how soon and how fast, we had no idea! The *Fighting Vipers* conversion machine is on the move!!



FORMAT: SATURN
BY: AM2
DUE: OCTOBER (JAPAN)

It was just after we went to press last month that the first pictures of *Fighting Vipers* arrived! What's incredible, is that in the month it's taken us to get them to you, more and more have surfaced. And on each occasion, astonishing developments have been made. Then – it happened! At the Tokyo Toy Fair on the first week of June, a playable version of the game was revealed! What you see here is everything we've got, from the first shots to Toy Fair demo stills. It may look basic now, but in a few short months this game is going to be unbelievable! We've seen it happen before!!



THE FIGHTING VIPERS

Already, six of the nine vipers have been revealed! Notably, the only two main characters missing (the third is the boss, BM) are Picky and Raxel, both characters that use weapons – a skate-board and guitar respectively. At this early stage, the fighters still look quite basic. However, while increasing the level of detail, AM2 are taking a different approach to the character design than they did with *VF2*.

"If the Saturn version was identical to the arcade, on a home TV the effect would look a little messy." explains Hiroshi Kataoka, the man in charge of AM2's Saturn *FV* conversion. "Instead of trying to incorporate every single likeness, we'll use the detail effectively and not go overboard. Nobody will mind if Tokio's armour is a little different, but if the face isn't reproduced perfectly the players won't be happy." It's this factor that AM2 consider the most important. "Arcade *Vipers* makes much more use of the Model 2 board than *VF2*, in so much as *FV* uses many more polygons for the face. At the moment we're working on adding this aspect into the game." continues Mr Kataoka. Other factors, such as character animation seem to be causing no problem. "Both the women's bouncing breasts and Bahn's fluttering tailcoat will be accurately reproduced."

JANE



Rockhard girl Jane, already looks to be in an advanced stage of development.



GRACE

Remember, there's more detail under the armour, waiting to be uncovered.

The on-screen indicators are already in place! Is th a transparency effect?



Sanman. Left – with his armour already bust off. Below – it's still on!



Kooargh! Now that's what we call collision detection!





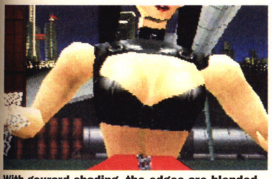
AMAZING LIGHTING EFFECTS!

If there was any one feature missing from Saturn *VF2*, it was light-sourcing. Not so with *Fighting Vipers*. Even the earliest shots demonstrate shadows on the characters' limbs, most effectively on uplit stages like Grace's. However, recent pictures have shown even more graphical advancements, including gourard shading! This technique smooths out rough edges caused by polygon shading, resulting in realistic curved 3D shapes!

"It's often said that the Saturn isn't able to handle the calculation management of light-sourcing for computer characters, and that if a lot of gourard shading is used, Saturn will grind to a halt." Laughs Mr Kataoka, "we want to show everyone that Saturn can handle both of them perfectly."



Here's a good demonstration of light-sourcing. The shadows give a strong 3D feel. Hur hur.



With gourard shading, the edges are blended to brilliant effect! Much softer looking. Parp.

THE WALL! THE WALL! THE WALL! THE WALL!

The single feature that makes *FV* unique among fighting games is 'The Wall'. Each ring is surrounded by an enclosure, which can be used to the fighters' advantage – springing off, climbing up, or smashing opponents into it! The most impressive sight in the game, is to finish a contender by smacking them through the wall, right into the background scenery!!

Clearly the wall – or more importantly, the interaction with it – was going to be the most difficult part of game to replicate. And after the lack of fencing around Wolf's arena on Saturn *VF2*, there were rumours the fence might not be included.

"Actually the walls are already finished!" says Mr Kataoka. "It's still necessary to do a little more finishing work on them. It's not just the characters that have texture-mapping. The walls also have texture mapping by creating polygons and applying them to the surface. For example, Bahn's western stage wall will look much better when the textured surface is added. All the extra work of adding the texture-mapping has slowed down development and the completion deadline has had to be pushed back, so we won't be able to include the walls in time for the Tokyo Toy Fair." However, at the Toy Fair, the walls WERE included. Moreover, they were destructible too! It seems AM2 are well on schedule!

THE WALLS ARE ALREADY IN THE GAME!!



So far the walls are looking awesome. Can AM2 replicate the glass lift as effectively?

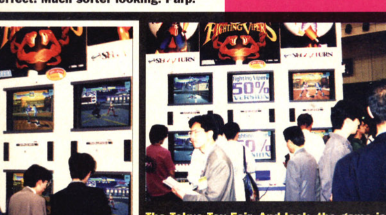


There it is. The wall in full-on wraparound effect. You can see between each bar!

It looks as if the backdrops are flat scenes, moving in tandem with the foreground. Just as they were in Saturn *VF2*.



How AM2 cope with switching the walls on and off, as the camera zooms and pans around, remains to be seen.



The Tokyo Toy Fair. And look, the game is being played! By real people! Okay, that last bit's not so amazing. But this bit is – look at that screen above. The game is already 50% complete! October folks!!

NEXT MONTH ... SNAKEBITE!

Saturn *Fighting Vipers* is going to be increeeedible! Other plans for it even include an advanced Version 1.1 not even released in the arcades yet. More next month, that's a promise.



Look no further than *PilotWings 64* to convey the awesome power of Nintendo 64. Combining the expertise of the world's leading audio/visual simulation company, with the magic of a timeless Nintendo game.

As *PilotWings 64* is so special, there's none better to talk you through it than the game's creators. This month CVG has comments from Dave Gatchel, Paradigm Simulation's VP of Entertainment Systems, exclusively for readers of CVG. In addition, the main screen-shots used in this feature were taken especially for CVG by the engineers at Paradigm. Before we hand over to Dave Gatchel, we would like to point out why *PilotWings 64* is so significant – not just to N64, but for its effect on video games PERIOD.

↑ Remember the secret cavern that was talked about in last month's E3 report. Well this is the stage that it is found! Somewhere near here is a tiny cave which leads Kiwi to his prize.

ASTRONOMICAL

The original *PilotWings* has sold over two million copies worldwide. Few games have ever come close to that scale of recognition. Just like the N64 game, that first *PilotWings* was one of the games to be launched with the Super Famicom (Super NES) in Japan in December 1990. While *Super Mario World* provided players with the game they had been waiting for, and more, *PilotWings* offered something sensational because it was so different. Moreover, the Super Famicom game showcased the unique advantages of Nintendo's latest hardware. You couldn't do anything quite like Mode 7 on any other system. Likewise *PilotWings 64* completely revolutionises the way you expect a video game to play, while hammering home the message that no other home system can equal this kind of performance. No exaggeration.



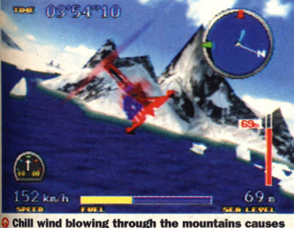
The gyrocopter instructor's name is Goose – he's the blonde-haired guy across the page. This scene looks pretty desolate, apart from those water falls. Could be hiding something...



Birdman is able to fly anywhere he likes, without fear of time limit or penalties for touching the ground. The only way to get him is to complete every task with honours.



The character known as Kiwi, viewed from behind so the player can appreciate the view. By pressing the shoulder buttons, the perspective can be changed.



Chill wind blowing through the mountains causes havoc with the handling of the gyrocopter. This player is low on fuel too. Only the most skilled can progress.



With care it's possible to manoeuvre the 'copter down this rocky channel, with the objective of scoring big points for skill. Note the subtlety of colour in the water.

NEW GAMES

PARADIGM PRESENTS

Since work began early last year, Dave Gatchel has worked closely with Shigeru Miyamoto to ensure *PilotWings 64* fulfils a world full of high expectations. Few people have been closer to the development of this special game than Mr Gatchel, which is why we feel honoured to have him present the finished game to you.

PARADIGM SIMULATION INC

HOW IS EACH VEHICLE CONTROLLED?

"There are three vehicles: hang glider, gyrocopter and rocket pack. Each vehicle is based on an extremely realistic physics model (with some minor concessions for fun!). All the vehicles take full advantage of the new Nintendo 64 controller, and in particular the controller's analogue joystick. Additionally, the controller givers the player the ability to explore 3D worlds by changing the eyepoint position and the direction of view.

"For all vehicles, the right shoulder button switches from first person to trailing observer viewpoints. The D-pad buttons change the direction the character looks, but without affecting the travel direction. The hang glider is controlled by the joystick alone, with the Z-button (trigger) used to take photographs. The gyrocopter uses the joystick for controlling the direction, the A and B buttons to change engine speed, and the Z-button to fire missiles. The rocket pack uses the joystick for controlling direction, the A and B buttons for two different levels of thrust, and the Z button for hovering."









After clearing each floating ring, hang glider pilots must gauge their approach to the landing area perfectly.




Hawk, the hang glider instructor. And darling Ibis.



During training you get to stay in a hotel, where there is a Golf Course, Amusement Fair, and an Island. And of course you get to examine every area in full-blown detail!



As in the first PilotWings, performing 'fly-bys' before landing is a simple skill which must be learned at first. This is a great opportunity to admire the detail below.

VARIOUS MISSION OBJECTIVES

"The objectives of each mission varies based on vehicle type, and the objectives get more difficult with each successive level of certification. There are numerous basic tasks including flying for distance with the hang glider — testing the player's ability to use the wind thermals to provide lift to gain extra altitude; flying for accuracy with all three of the vehicles as the player passes through stationary and moving targets such as rings and balls; or even shooting accuracy with the missiles available on the gyrocopter.

"We are very excited about the entire game! There are lots of factors that make the gameplay interesting and will make gamers want to play it again and again. First, the sensation of flying - the most basic concept of the PilotWings game, with a different, realistic feel to each of the vehicles. There is also a very beautiful environment for the gamer to explore. That is perhaps one of the more unique aspects of the game - the player has the option to complete the basic task for the level or to continue and explore as they wish - there are no limitations other than the player's skill, and the amount of fuel left!"



Say "Yoiks!" to Mecha-Hawk – who must be stopped by missiles!







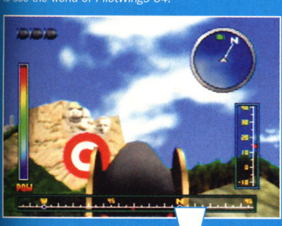
The writing says "Ring Clear". And there's home-base. Yippee!



Obtain Gold in each area to be rewarded with an Extra Game!

DESCRIBING THE BONUS ROUNDS

"There are several bonus rounds. The player gets to each bonus round by successfully completing the basic tasks of "certification" for each vehicle. Each of the bonus rounds takes place within the terrain of the existing game, providing the player another opportunity to see the world of *PilotWings 64*."





"The first bonus level is the human cannonball. The objective is to aim the cannon at the bullseye target, taking into account the available power level and prevailing winds."



"After the second level of certification, the player goes skydiving, where the objective is two-part. First, the player must link up information with the other skydiving characters in as many different formations as possible before entering the clouds. After passing through the cloud layer, the player must then successfully land at the proper site, controlling the direction, when the parachute is deployed, and the rate of descent - all while being graded on landing accuracy!"

"The ultimate bonus is "birdman" - fulfilling that childhood fantasy of strapping wings to your arms and being able to fly like a bird. The only way to get to this level is to complete all the tasks with high proficiency. The reward is total freedom to explore the PilotWings 64 world!"

"A third bonus round is the jumblehopper, where the character dons a pair of incredible spring boots. The objective is to travel over land to the target area by controlling the direction and power of each jump, and to do so within a reasonable amount of time."



C'mon! You have never EVER seen a landscape look so perfect and realistic as this in a video game. The lighting is so natural. The water is so incredibly true to life. Amazing!





Pilots may fly up close to that liner below, where they discover that it bears the Paradigm logo.



...3...2...1... BLAST OFF! Yep, this Space Shuttle takes off in a plume of smoke as you watch!



Thanks to Melinda, Amy, and, of course, Dave Gatchel at Paradigm for their kind assistance.

NEW GAMES

Each month it seems CVG is presented with every new game in development, for coverage 'somewhere' in the magazine. So we have created these pages especially so we can show you as much new stuff as we possibly can. If there are any games you'd especially like us to chase, don't hesitate to drop us a line!

STREET FIGHTER ALPHA 2

FORMAT: SATURN, PLAYSTATION, SNES
BY: CAPCOM
DUE: TBC (JULY/AUGUST JAPAN)

It's no surprise that *SFA2* is coming to Saturn and PlayStation. Capcom even had a 90% version of the game running on those systems at the Tokyo Toy Show. Once again Capcom promise a faithful port of the original arcade game. However, due to the increased number of characters and backgrounds, the animation frames have been slightly reduced for the home versions. It's not certain whether secret characters Evil Ryu, original Dhalsim and Zangief are to be included, as these are all Capcom of America additions. We'll keep you updated on that concern. Of course, most of these worries are all by the way for Super NES owners, who are also preparing for their interpretation. Everything will be reduced in some way or another for the 16-bit *SFA2*, excepting the full compliment of awesome moves. Plus, being cartridge based, Super NES *SFA2* won't suffer from loading problems. Let's hope somebody licenses this funky version for the UK.

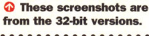






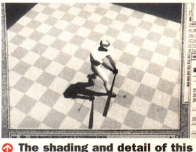

The gameplay is definitely 100% there!




These screenshots are from the 32-bit versions.




This is where the game is being developed.


The shading and detail of this player is absolutely fantastic!

DEAD OR ALIVE

FORMAT: ARCADE (LATER SATURN)
BY: TECMO
DUE: AUGUST

One of the first games to benefit from Sega having licensed out their Model 2 technology. *Dead or Alive* looks very similar to *Virtua Fighter 2* but the gameplay is 100% Tecmo's own, and therefore altogether very different. The key to Tecmo's game is that guarding is achieved through the joystick, exchanging the 'block' function of the third button to 'hold'. Introducing throws to the combat enables *Dead or Alive* to come into its own, and there are two types available: Type A counters an enemy's strike, and hits high, middle or low depending on the joystick position; Type B goes on the offensive, grabbing an opponent in order to follow with a closed-range attack. However not all characters can grab an opponent who's squatting. Instead of Ring Outs, *DoA* has a Danger Zone – explosive compounds, or traps are installed in the parameter of the fighting ring. Needless to say, any fighter who's forced into the Danger Zone suffers a lot of pain. Weakened opponents who find themselves at the mercy of the Danger Zone may even lose their life – hence the name of the game. Martial artists and at least one famous Japanese actor were motion captured for use in the development of *DoA*. The advanced techniques used there enable Tecmo to introduce an element of unbalance to fighters who miss an attack – in some cases you might even see a character fall flat on their face! We're looking forward to testing the innovative features of *DoA* as soon as possible. Especially since there is every chance of a Saturn version before the end of the year.











KEN GRIFFEY JR BASEBALL

FORMAT: NINTENDO 64
BY: ANGEL STUDIOS
DUE: SEPTEMBER

First development screenshot of the most advanced Baseball sim ever created! Apologies for the black and white pic, but this is all that is currently available from Angel Studios, under the current Nintendo restrictions. Touted as "one the first true physically-based 3D real-time sports games", the project is benefiting greatly from Angel Studios' flexible skin projection technology, and motion capture expertise. The result so far is what you see here – a beautifully rendered baseball character, whose signature movements are based on those of Seattle Mariners' baseball superstar Ken Griffey, Jr. To achieve this high standard of motion capture, Angel Studios has worked for over a year with a company called Polhemus, and successfully developed "the most effective magnetic motion capture system available." Instead of relying solely on key frame animations, this system is so advanced that it can record "organic human movement" for unparalleled realism. With Angel Studios' flair for the fantastic, this game ought to be a spectacular debut for *Ken Griffey Jr* on Nintendo 64 later this year.

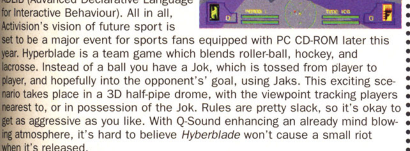


BLAST CHAMBER

FORMAT: PLAYSTATION, SATURN,PC
BY: ACTIVISION
DUE: 4TH QUARTER

One of the games that stood out from the crowd at E3. The premise is really simple: four players enter a complex maze with a bomb strapped to their back. Only way they can prevent these from going off is to grab hold of a pulsing crystal, and slam it into a transmitter. Also consider that – in addition to the obstacles posed by stairs, ropes, and catwalks – players may also ROTATE THE ENTIRE CHAMBER for strategic advantage. In multi-player mode there are 20 varied rooms, and that number is doubled for the one-player competition. As you can appreciate, the game has great visual style. It' also truly original, and very addictive. We hope to bring you much more on this great innovative title soon.

HYPERBLADE



FORMAT: PC CD-ROM
BY: WIZBANG!/ACTIVISION
DUE: 4TH QUARTER

On the surface, a stunning visual representation of a futuristic hockey game. At its core a revolutionary new Artificial Intelligence engine called ADLIB (Advanced Declarative Language for Interactive Behaviour). All in all, Activision's vision of future sport is set to be a major event for sports fans equipped with PC CD-ROM later this year. Hyperblade is a team game which blends roller-ball, hockey, and lacrosse. Instead of a ball you have a Jok, which is tossed from player to player, and hopefully into the opponent's' goal, using Jaks. This exciting scenario takes place in a 3D half-pipe drome, with the viewpoint tracking players nearest to, or in possession of the Jok. Rules are pretty slack, so it's okay to get as aggressive as you like. With Q-Sound enhancing an already mind blowing atmosphere, it's hard to believe *Hyberblade* won't cause a small riot when it's released.

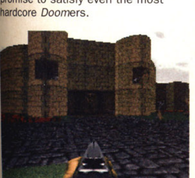
FINAL DOOM



FORMAT: PC
BY: ID/GT INTERACTIVE
DUE: JULY

Craving for more *Doom*? Can't wait for *Quake*? *Final Doom* comprises of another two episodes, following on from the end of *Doom 2*. The twist is that these levels weren't designed by id software, they were made by fanatical WAD builders. As you may know, *Doom* was made so that it was possible for players to create their own levels (WADs), and there are loads available on the Internet. What id did was find the best, offer advice to their designers, and compile them into new episodes! Though there are no new monsters, these are still 32 of the best levels available, and promise to satisfy even the most hardcore *Doom*ers.









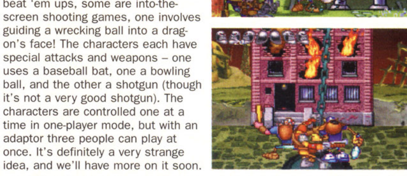


THREE DIRTY DWARVES

FORMAT: SATURN
BY: SEGA
DUE: AUGUST



Three Orc dwarves have been summoned from a game of Dungeons and Dragons and dumped in the middle of New York, along with loads of other monsters who've followed them. There are lots of different styles in the game – some levels are scrolling beat 'em ups, some are into-the-screen shooting games, one involves guiding a wrecking ball into a dragon's face! The characters each have special attacks and weapons – one uses a baseball bat, one a bowling ball, and the other a shotgun (though it's not a very good shotgun). The characters are controlled one at a time in one-player mode, but with an adaptor three people can play at once. It's definitely a very strange idea, and we'll have more on it soon.



NBA ACTION

FORMAT: SATURN.
BY: SEGA
DUE: AUGUST



Flyers for *NBA Action* have been given to Saturn owners for the last few months, but until now nothing much has been seen of it. It's another basketball game with 3D graphics and an official licence, only this time it's got what every basketball fan wants – a Marv Albert commentary! Photographs of the real NBA players have been mapped onto the faces of the players to make them look more life-like, an effect that works well. The play is also faster than many basketball games, and the players are easily controllable, with spins and other tricks. *NBA Action* may not look quite as fancy as *Total NBA*, but it sure seems to play better. More coverage soon.



DESTRUCTION DERBY 2

FORMAT: PLAYSTATION, PC CD-ROM
BY: PSYGNOSIS
DUE: NOVEMBER

Though the first *Destruction Derby* isn't particularly brilliant, it is still good fun and has done very well in terms of sales. The sequel looks set to improve on the first game in every area – not least the graphics. The cars can now roll and flip over when hit, making for far more spectacular crashes. Also, the damage on the cars is more obvious, as bonnets and other parts fall off, as well as the whole occasionally catching fire! The race tracks are banked, with hills to launch the cars into the air, and there are now at least seven separate tracks and four different bowls! There was a very early version playable at the E3 last month, which showed off the graphics and the speed – this has the potential to be very good.





24 "HEURES" AT LE MANS

We all love cars at CVG. Big, fast, expensive racing ones are best, and we know everything about em thanks to little Tommy G's prize collection of racing top trumps! So when Dave Kelsall blagged a top trip to see the 24 houres LE MANS courtesy of EA we were flinkin jealous! He's only supposed to write the 'old games' bit, isn't he?

(LEFT) Oooooooh aye aye aye...I've got one hand in my... pocket, and the other one's giving a (CVG) High Five... oooooh aye... whine... whine... (repeat to fade).

Le Mans broke with tradition this year and started the race at 3.00pm instead of 4.00pm. The reason was Euro '96! They'd even got huge Screens around the stadium so anyone interested could keep an eye on both events at the same time. After the match the screens came into their own and kept spectators aware of what was happening at other points in the eight mile circuit, and what with in-car shots and dramatic camera angles it was just like watching a flinkin computer game!

Though most spectators hang around the main stadium, it's also possible to visit the famous five corners to really witness the drivers' skills. Muslanne is the most popular in the eight-mile circuit with drivers having to brake hard from a speedy straight into a tight 90° corner, and then flat out again before Indianapolis. At night you can even see the brakes getting red hot, with a small burst of flames from the exhaust as they begin to power back up.

There are various classes of car at LE MANS with each one having its particular strengths and weaknesses, The sports prototypes for example can take the curves faster, while the GT's (McLaren, Dodge Viper) are quicker along the straights and need less fuel so will spend less time in the pits. (Wow, just like my *Top Trumps* – Tom).

A lot people decide to stay at the circuit throughout the night. Needless to say the action doesn't let up for one minute especially with the famous LE MANS fair and the Piste Alain Prost kart circuit on offer if the racing begins to get a bit too much!

On Sunday morning I noticed that the night had taken its toll on a lot of the cars. Most were covered in bits of road tar and rubber with various body panels being held together with industrial sticky tape. The British Newcastle United car in particular was looking unlikely to finish but managed to limp home to a thunderous applause from all the supporting fans after a very intensive pits session!

The race was won by a patched-up prototype based on a Jaguar XJ14 driven by Manuel Reuter, Davey Jones and Alexander Wurst. Mario Andretti (who's endorsing the smart looking EA *ANDRETTI RACING '97*) came 13th.

I must just mention that when the race is over the crowd rush to the pitlane, where grown men fight with small boys over a sticker or two, and there were some pretty big rucks going on! Not unlike the scene when a new game comes into the office!

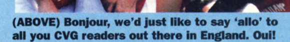
EA plan to release *MCLAREN AT LE MANS* on PC-CD ROM in September '96, and *ANDRETTI RACING '97* sometime soon.



(LEFT) Lishen mate...hic... I'm only asking 10 pence for a cup of tea... hic...it needs a clean. Bleeeeeurg!

(BELOW) The Newcastle United car was on its last legs but finished the race to a massive applaud by the British racing fans.

(TOP) Here's me standing next to some ugly ape in a blue shirt.



(ABOVE) Bonjour, we'd just like to say 'allo' to all you CVG readers out there in England. Oui!

(BELOW) The Harrods car screams through a bend.



(TOP) Tiff Needell laps up the champers being showered from above. Well...it looked like champagne.



(BELOW) Engine 2.8 single turbo. Power 600bhp-plus. Yeeees, I've won, isn't *Top Trumps* ace.



(LEFT) Most people watch the racing from this stadium. You get to see the cars tearing down the straight and limping into the pit lanes.

Thanks to Nick, David and everyone at EA for letting Dave out for the weekend!

A DAY IN THE LIFE OF LE MANS '96

FEATURE

WIN! The Ultimate Gaming Rig!!

OVER £12,000.00 IN PRIZES!

PANDEMONIUM INCORPORATED



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 200 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CA$H! Bonus options include: 33 inch monitor, £1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at £2.00 each and one tie-breaker at £1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

					MYSTERY WORD
	H				
		E			
P	I	N	C	H	W
	R				
S					

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS ....K	BLAST ......A	WRECK .....D
BREAK ......Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND ......R	PRESS ....E	DREAM ....O
CRUSH I	SCORE .....H	SLANT L	CHASE ......P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ (£2.00) Computer Contest
- ☐ (£2.00) Video Game Contest
- ☐ (£2.00) Media Rig Contest
- ☐ (£3.00) SPECIAL! Enter them all (SAVE £3.00)

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The Computer and Video Games FREE Pull-out Guide

computer and video games

August 1996

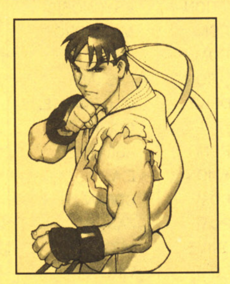
FREEPLAY

Issue 4

.stop press.

HOT CAPCOM NEWS – INCLUDING STREET FIGHTER 3!

In an interview with CVG, to feature in next month's issue, Capcom revealed some hot news bites. Some of them too good to hang onto any longer than necessary. First of all Capcom have laid down firm development strategies for PlayStation and Saturn. And they're almost to be expected. Capcom see PlayStation as the champion of everything 3D, whereas Saturn is king of the sprite-based games. Consequently *Resident Evil 2* is a PS exclusive, which allows a more ambitious polygon count. So expect to find more ghouls infesting the same location in that sequel to heighten the level of fear. This also means that *Star Gladiators* is a PS exclusive, although don't hold your breath for that, as they say conversion work could take up to nine months – and that's after it hits the arcades this summer. Sega's system, meanwhile, is capable of supporting the current cream of the complex 2D fighting games. So the awesome *Marvel Super Heroes*, its sequel, and the forthcoming *Night Warriors 3* are all coming exclusively to Saturn. *Street Fighter Alpha 2*, however, is expected for both Saturn and PlayStation later this Summer.



Ryu and Ken are only two characters confirmed for SF3.

That Capcom is developing for N64 is no longer a secret. What exactly they have planned is pure speculation at this stage. Whatever it is, it won't be *Street Fighter 3* – they say, mainly because this project is said to be impossible on any known home system. The revelation is that *SF3* isn't 3D at all, but heralds the most advanced 2D technology and gameplay ever dedicated to a video game. At 50% completion, the only details Capcom were willing to confirm were the return of Ken and Ryu, and the promise of at least four times the frames of animation. And they say the quality and depth is such that even the greatest *SF2* fanatic will find it hard to return to that series having played the successor. Imagine how this game must look and play to match up to this incredible boast?

BUILT IN N64 GAME?

Computer Trade Weekly recently speculated that N64 may well house a demo of sorts, to make up for the absence of a free game. It sounds like nonsense to us, but their reasons are well founded. Apparently NOA has stated that they are "still looking at ways of providing some instant visual information for the hardware purchaser." It would be excellent if CTW are right. Then again this "visual information" could just as easily turn out to be a four-sided colour brochure showing the initial line-up of games. Rumours, rumours!

SPEAKING IN CODE

A major rumour at E3 regarding something which could get PlayStation, Saturn, PC, and N64 all talking to each other via the internet. Watch this space.

IMPORT N64 LAST-MINUTE ROUND-UP

N64 import prices are still unsettled, but at least they're more sensible now. Apparently last issue's "Import-ant" feature price quotes were partly intended to quell the number of quizzical phone calls, and partly because importersa are unsure how many units would be making it out of Japan. But stocks are high, which means dealers can afford to go low in order to satisfy a greater demand. Here's the situation as it stands. Just as a matter of interest, the highest quoted price of the crazy period was £1800!!!

COMPUTER EXCHANGE
0171 636 2666
£549.99 SCART lead, step down
£120 Super Mario 64
£140 Pilot Wings 64

COLIN DIMOND CONSOLES
01782 717783
£799 with Super Mario 64 and Pilot Wings 64

OTAKU (MAIL ORDER ONLY)
0181 699 2199
£800
£100 Pilot Wings 64
£100 Super Mario 64

VIDEO GAME CENTRE
01202 527 314
£699 approx with Super Mario 64

ACE CONSOLES
0171 439 1185
£550 with RGB SCART fitted.
£130 Super Mario 64
£130 Pilot Wings 64

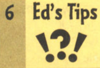
READERS MOST WANTED CHART

Again, N64 is the object of your desires this month. Next month it'll be UK N64, no doubt.

1	NINTENDO 64	MACHINE
2	MARIO 64	N64
3	VIRTUA FIGHTER 3	ARCADE
4	FIGHTING VIPERS	SATURN
5	COLOUR GAMEBOY	MACHINE
6	STREET FIGHTER 3	ARCADE
7	MORTAL KOMBAT 4	ARCADE
8	DAYTONA REMIX	SATURN
9	SONIC FIGHTERS	ARCADE
10	SONIC 4	MD

Don't forget to include your Most Wanted lists with every letter. We're getting sackfuls of stuff now, so if you don't include them your letter stands less chance of getting printed. Among the other anticipated games, which didn't quite make it to the chart, were Wave Race 64, and Zelda 5 on N64; Rave Racer, and Marvel Super Heroes – on PlayStation (see Capcom story); Virtua Cop 2 for Saturn; and a fair few about 64-bit upgrades for existing 32-bit systems. Well, we hear rumours...

Contents





OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**RE**	**CHAMPIONSHIP MANAGER 2**	**PC CD-ROM**	**DOMARK**
2	2	DUKE NUKEM 3D	PC CD-ROM	US GOLD
3	1	RIDGE RACER REVOLUTION	PLAYSTATION	NAMCO
4	NE	STREET FIGHTER ALPHA	PLAYSTATION	VIRGIN
5	NE	EURO '96	PC CD-ROM	GREMLIN
6	3	DOGZ	PC CD-ROM	MINDSCAPE
7	NE	EURO '96	SATURN	SEGA
8	5	SENSIBLE WORLD OF SOCCER 95/96	AMIGA	TIME WARNER
9	NE	ADIDAS POWER SOCCER	PLAYSTATION	PSYGNOSIS
10	6	CIVILISATION 2	PC CD-ROM	MICROPROSE
11	18	COMMAND & CONQUER	PC CD-ROM	VIRGIN
12	14	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
13	4	BRIAN LARA '96	MEGA DRIVE	CODEMASTERS
14	15	WORMS	AMIGA	OCEAN
15	NE	WARCRAFT 2: BEYOND ...	PC CD-ROM	ABLAC
16	NE	NEED FOR SPEED	PLAYSTATION	E.A.
17	12	WORMS: REINFORCEMENTS	PC CD-ROM	OCEAN
18	RE	WARCRAFT 2	PC CD-ROM	ZABLAC
19	16	TOY STORY	MEGA DRIVE	SEGA
20	RE	NASCAR (WHITE LABEL)	PC CD-ROM	VIRGIN

JAPANESE MULTI-FORMAT SALES TOP 10

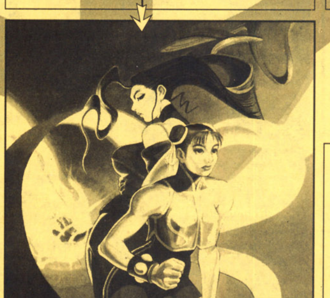
1	**DRAGON BALL Z**	**PLAYSTATION**
2	DRAGON BALL Z	SATURN
3	SWORD & SORCERY	SATURN
4	SOUND MAKER	SUPER FAMICOM
5	TREASURE HUNTER G	SUPER FAMICOM
6	FIRE EMBLEM	SUPER FAMICOM
7	PEOPLE OF NONOMURA...	SATURN
8	BIOHAZARD	PLAYSTATION
9	TEKKEN 2	PLAYSTATION
10	ESPN STREET GAMES	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**TOSHINDEN 2**	**PLAYSTATION**
2	SUPER MARIO RPG	SUPER NES
3	SKELETON WARRIORS	PLAYSTATION
4	RESIDENT EVIL	PLAYSTATION
5	MYSTARIA	SATURN
6	HARDBALL 5	PLAYSTATION
7	IRON STORM	SATURN
8	NEED FOR SPEED	PLAYSTATION
9	NBA SHOOTOUT	PLAYSTATION
10	EARTHWORM JIM 2	SATURN

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**SF ALPHA**	**SATURN**
2	MARIO KART	SNES
3	FORMULA 1	PLAYSTATION
4	VIRTUA COP	SATURN
5	TEKKEN 2	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These aren't sales charts – they're just lists of the games we reckon you should consider buying for your machine this month.

SATURN UK TOP 5

1	**ULTIMATE MK 3**	**GT INTERACTIVE**
2	STREET FIGHTER ALPHA	VIRGIN
3	GUARDIAN HEROES	SEGA
4	BAKU BAKU	SEGA
5	VIRTUA COP	SEGA

SATURN IMPORT TOP 5

1	**NIGHTS**	**SEGA**
2	KING OF FIGHTERS '95	SNK
3	VICTORY GOAL '96	SEGA
4	PEOPLE OF NONOMURA...	ELF
5	VAMPIRE HUNTER	CAPCOM

PLAYSTATION UK TOP 5

1	**RIDGE RACER REV.**	**NAMCO**
2	STREET FIGHTER ALPHA	VIRGIN
3	FADE TO BLACK	E.A.
4	ADIDAS POWER SOCCER	PSYGNOSIS
5		

PLAYSTATION IMPORT TOP 5

1	**MOTOR TOON GP**	**SONY**
2	TEKKEN 2	NAMCO
3	JUMPING FLASH 2	SONY
4	NAMCO MUSEUM 3	NAMCO
5	KINGS FIELD 3	FROM SOFT

PC TOP 5

1	**QUAKE**	**GT INTERACTIVE**
2	DUKE NUKEM 3D	US GOLD
3	F1 GRAND PRIX 2	MICROPROSE
4	EURO '96	GREMLIN
5	SETTLERS 2	BLUE BYTE

MEGA DRIVE TOP 3

1	**BRIAN LARA '96**	**CODEMASTERS**
2	SONIC 3 AND KNUCKLES	SEGA
3	TOY STORY	SEGA

SUPER NES TOP 3

1	**SUPER MARIO KART**	**NINTENDO**
2	YOSHI'S ISLAND	THE
3	MARIO PACK	THE

3DO TOP 3

1	**RETURN FIRE**	**EA**
2	D: THE DIRECTOR'S CUT	ACCLAIM
3	NEED FOR SPEED	EA

ARCADE TOP 5

1	**FIGHTING VIPERS**	**SEGA**
2	TIME CRISIS	NAMCO
3	DIRT DASH	NAMCO
4	SF ALPHA 2	CAPCOM
5	VIRTUAL ON	SEGA



TOP 10 RUMOURS

1 N64 CONTAINS HIDDEN GAME
2 MEGADRIVE CONVERTOR FOR SATURN
3 SATURN MANX TT RUNS AT 60FPS
4 TIME CRISIS CONFIRMED ON PLAYSTATION
5 MILLENIUM FALCON ON PC
6 ID SOFTWARE WORKING ON SATURN DOOM
7 MARVEL SUPERHEROES CANCELLED ON PS
8 BOMBERMAN COMING TO N64
9 PLAYABLE GORO IN N64 MORTAL KOMBAT
10 ED LOMAS NAKED IN ISSUE 178

VIDEO GAMING

Dave Kelsall's Retro Computer Cabin

Do you want to experience some of the most sophisticated home video games systems created! Superbly detailed graphics and realistic sound effects combined to bring you some of the most exciting lifelike video games ever! Then switch yer Sinclair™ LED watches back 15 years and read on...

This month I've decided to concentrate on a few of the old consoles that a lot of collectors, including myself, are after at the moment. These were generally the most popular consoles of their time and more obscure machines such as the ATARI 5200, Konix multisystem etc... deserve a page or two of their own.

The VECTREX is no ordinary video games unit! It's a really cool looking self contained computer game system with its own built-in screen and an ANALOGUE joystick!!! It also uses vector scanning to control the images on the screen. With this method only the area of screen that has changed updates, whereas a normal TV game re-transmits the ENTIRE screen! These 'vector graphics' were used in several arcade games that you'll remember such as *ASTEROIDS* and *BATTLEZONE* (a similar game to *ASTEROIDS* called *MINE STORM* comes built into the machine.) MB Games produced about 30 games in total, they're a bit of a mixed bunch but I recommend the following:

RIP OFF—similar to *MINESTORM* except you have to protect little triangles in the middle of the screen from the enemies who are constantly trying to nick 'em.

BERZERK—A license from the STERN ELECTRONICS arcade game has you wandering around a maze of rooms killing enemies along the way.

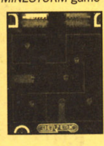
SCRAMBLE—Is a pretty faithful conversion of the KONAMI original with most of the gameplay elements left intact!

SPIKE—Is the only ladders and levels available for the VECTREX, the graphics are quite entertaining and it's got really funny speech!

ARMOUR ATTACK—Similar to *COMBAT* on the VCS, in other words zip around a maze in your craft blasting tanks etc...If you have a second joystick the game even lets you team up with a friend!

COSMIC CHASM—Scoot around in your craft, drilling open doors to find and destroy the enemy reactor.

If you see a VECTREX buy it! I guarantee you will not be disappointed, even if you don't get any games with it, there's always the built-in *MINESTORM* game that's excellent!


Unusual vector graphics, an analogue joystick and colourful screen templates make the Vectrex range of games extremely collectable!

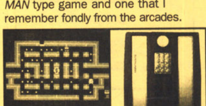
WIN! ACTIVISION ACTION PACKS!

Thanks to companies like ACTIVISION, retro-gaming couldn't be easier! You see, to save you tramping around endless car boot sales in search of bargain 50p ACTIVISION cartridges for your ATARI VCS they've shoved their back catalogue onto MAC and PC-CD ROMS! Hoooooray!!! To win one answer the following question:

Q: What was the follow up to the classic *RIVER RAID* called?

Send your entries to ACTIVISION/CABIN THING, at the usual address and state wether you want the MAC or PC version.

The MATTEL INTELLIVISION is a nice little machine, though the graphics aren't a massive improvement on the VCS. You should be able to pick up a machine and the Intellivoice speech add-on for around £40. All the games came nicely packaged with a little keypad overlay to help you remember what buttons did what! I must admit that I've found it very difficult to find any really decent cartridges for the system apart from *LOCK 'N' CHASE*, so I'd appreciate any comments on games that readers can recommend! In *LOCK 'N' CHASE* you have to guide your burglar through a maze, picking up coins and treasure while trying to avoid truncheon-swinging security men in hot pursuit. Your burglar can only temporarily escape them by locking gates behind him. Basically a very addictive little *PAC-MAN* type game and one that I remember fondly from the arcades.



LOCK 'N' CHASE

WIN A VECTREX T-SHIRT!

To win one of these awesome 100% cotton VECTREX T-shirts answer the following question correctly:

Ed Lomas's life is now complete because:
(A) He's discovered women.
(B) He's discovered religion.
(C) He's discovered that the funny little ostrich that pops up in *MK 3* is from the ATARI arcade game *JOUST*.

Answers on a postcard to 'Oh dear ED' at the usual address.

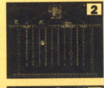
These T's can also be bought for £12 all in from A.CHAPMAN, 64 CANONS BROOK, HARLOW, ESSEX, CM19 4EE.

Hurry up though cos stocks are limited!

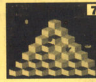
Last but not least is the CBS COLECOVISION. Not only were the graphics and sound noticeably better than its predecessors but it also had three really smart add-on modules—An ATARI convertor, turbo-drive module and home computer. But as with all consoles its the games that count and the Coleco games were eeeeeeeexcellent, with third party developers such as SEGA, NINTENDO, UNIVERSAL and KONAMI etc..all contributing!



Beep...I'm MAX, and I'm Jaime Smith's best pal.






There are hundreds of carts to look for, but I strongly recommend that if you see any of the above eight you snaffle them up immediately! Especially *MR. DO'S CASTLE*, I remember playing this on Llandudno Pier years ago and then never saw it again anywhere! Expect a lot more detailed COLECOVISION and old console coverage in future issues! There are some amaaaaaaazing games waiting to be rediscovered.

(1) *ANTARTIC ADVENTURE* (2) *DONKEY KONG JR* (3) *BURGERTIME* (4) *MR. DO'S CASTLE* (5) *ZAXXON* (6) *TAPPER* (7) *Q-BERT* (8) *GYRUSS*

HMV LEVEL ONE LIKE OLD GAMES TOO!

It's true, HMV are planning an exhibition 'to educate new gamers about the foundations of home and arcade computer games'. In other words there'll be tons of old consoles and home computers set up on wobbly trestle tables to muck around on for a couple of weeks in the LEVEL ONE bit of the store. It's all a bit sketchy at the moment but hopefully they're going to persuade some of the old 'names' to come along and give talks about the good old days.

It's probably going to be around October but I'll keep you posted as to what's happening as soon as I hear. I'm personally looking forward to getting a glimpse of the fabled 'Melcalquarius' that's rumoured to be on display! Give us a call about what you'd like to see!

Thanks to Ricky Leadbetter for his help in sourcing some of the games for this month's cabin.

Hello, I'll be there!

CABIN FREEPLAY CLASSIFIED

"RETROGAMES" HAVE A BRILLIANT FANZINE THING AND HUNDREDS OF GAMES AND SYSTEMS FOR SALE: PHONE 0181 203 8868.

THOUSANDS OF BRILLIANT OLD GAMES ARE AVAILABLE FROM M.YATES, 42 ROSE LANE, CHADWELL HEATH, ROMFORD ESSEX, RM6 5JU. TEL: 0181 556 3860.

IF YOU'RE AFTER ATARI 2600 CARTS IN THEIR BOXES GIVE SWOPPIT (K+S LEISURE) A TINKLE ON 01952 242097.

Can anyone help poor old P.MILES in Cardiff. He's spent 11 years trying to finish a game called *GHOST TOWN* on the VIC 20 and needs a solution (he always gets killed on a foot trap!). So if anyone can help, drop me a line and I'll pass it on. Ta.

SURF'S UP! GRATUITOUS CVG INTERNET PAGE!

DEPRAVED NET ANTICS IN FOCUS

This Internet business is taken far too seriously, don't you think? People telling you where to look, as if you can't use a mouse and clickety-click your merry way around of your own volition.
What we'd like to do is share a few of our favourite sites with you, in the hope that you might feel inspired to return the favour. We've found some excellent spots that you won't ordinarily find simply by entering, say, www.nintendo.com. But for those of you who may not have thought it worthwhile to visit some of the major companies' sites, we've shown you what you're missing too.

USEFUL LINKS

These are the pages which launch you to loads more interesting, related sites. Basically these are the ones we like to start with when we're chasing after 'leads' for stories.

HAPPY PUPPY GAMES

http://www.happypuppy.com





"The #1 games site on the internet", or so they claim. Certainly the most comprehensive, and enthusiastic. We especially like Jennifer's Game Critique, who gives you the chance to download QuickTime movies of games ads from Japan, and even recommends some games-related toys plus Anime stuff. Brill!

DELAN'S TV GAMES HOTLINK

http://www.hkstar.com/~delanck/tvgames.html

Before anyone starts writing in, complaining how this is NOT the best possible video games site around – this is not a review, okay. We just like Delan's place because he has compiled just about every major address out there, with links to Japanese and American publishers. His other Jstuff is cool too.



INTELLIGENT GAMER ONLINE

http://www.primanet.com/~igonline



Responsible for starting some of the wildest rumours, but also notorious for nailing the past couple of years' bonafide hottest stories right on the head. Everybody who's willing to admit it has a lit of respect for this site. The guys who publish it are really on the ball. Related sites include Captain Scott's N64 page. Monster!

HISTORY OF HOME VIDEO GAMES

http://videogames.org/

Dave Kelsall's favourite place to visit. Still being researched for loads of old tat – the best example of which is probably the Milton Bradley Microvision (early 80's equivalent of Game Boy). Come here to learn all about why you're so glad you're not old enough to remember most of the stuff here. (If you are keep quiet about it, okay!).



JAPANESE SITES

The hottest video games sites are located in Japan. They're the most beautifully presented and easily best for finding out about new games – if you can get somebody to translate for you, of course.

SHODOUKA LAUNCHPAD

http://www.lfw.org/shodouka/

Unless you have a suitable application which can display Japanese writing, all you get is dingbats. To get around that little difficulty, we recommend you try these people who, like all the best things in life, have a service which translates all the symbols for free. It's excellent.

SQUARESOFT

http://www.spin.ad.jp/square/index-j.html

A classic example of how the Jsite is so much better than the US one – in terms of need to know information. And strange things you never knew.

SEGA JAPAN

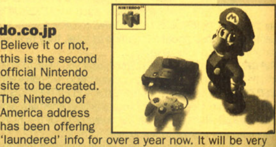
http://www.sega.co.jp

Bet you didn't know that NiGHTS was previewed here – screen-shots, artwork, THE LOT – before even the magazines got a sniff of it! This type of thing is rare, but SoJ is always worth looking into for cool Saturn and AM developments.

NINTENDO JAPAN

http://www.nintendo.co.jp



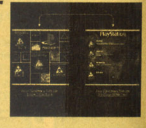


Believe it or not, this is the second official Nintendo site to be created. The Nintendo of America address has been offering 'laundered' info for over a year now. It will be very interesting to see the NCL approach.

SONY COMPUTER ENTERTAINMENT

http://www.sepc.sony.com/SCEA/index.html





Actually this isn't quite so news based, but does a great job of marketing PlayStation to the masses. Very chic.

QUAKE!!!

We know you're all nuts about this game. So here's where you MUST go to keep yourself informed between the times that we are researching exclusive info to present in the magazine.

AFTERSHOCK

http://www.nuqneH.org/aftershock/

The best Quake newspage on the net. We were kept waiting – YET AGAIN – this month for the shareware version. But these are the people were relying on to tell us when it's finally out there. Yes we do have contacts with id, but they keep changing the plan! Goooarrr! Nnngh! Ssshhhhhrrrreeaaaaurgh! No, we can wait. We'll wait all year. No problem, oh no.

SHOW US YOURS

So that's the CVG Site-U-Like ball rolling then. Write to Free Play with your suggestions of which are the best places to visit. Better still, draw our attention to the ones you created yourself. Our terrestrial address is printed on the back page.

FREEPLAY CLASSIFIED

GAMES

PLAYSTATION GAMES FOR SALE- ALIEN TRILOGY, WIPE-OUT, MK3 ALL £25, PX CONSIDERED. VIRTUALLY NEW GAMES. CONTACT DAVID KEDDIE 01337 828708, FIFE.

FOR SALE: TOTAL NBA '96 £30, DESTRUCTION DERBY £20 AND WORMS £25 OR SWAP FOR ALIEN TRILOGY OR RIDGE RACER REVOLUTION.CONTACT LEE BAGE 01242 263494, CHELTENHAM, GLOUCESTER.

SWAP: SONIC AND KNUCKLES FOR NBA JAM T.E. CONTACT GEORGE MUSGRAVE, 01507 343412, DONINGTON.

SWAP: FIFA '96 (MEGADRIVE) FOR MORTAL KOMBAT 3 (SNES). CONTACT MARVIN LEAVE, 01784 455133, READING.

SWAP: GAME BOY GAMES FOR ATARI LYNX GAMES OR PAY CASH FOR LYNX UNIT AND GAMES. CONTACT 01403 240400, WEST SUSSEX.

SWAP: MK3 (PLAYSTATION) FOR ANOTHER PSX GAME. CONTACT AMAN, 0956 562185 (AFTER 6PM)

CONSOLES

SWAP: PLAYSTATION (PAL) FOR NTSC VERSION. CONTACT NICHOLAS GOULANDRIS, 0171 235 4275, LONDON.

FOR SALE: AMIGA 1200 WITH 2ND DRIVE, JOYSTICK, MOUSE MAT, GAMES, MANUALS AND DISK FILE, ALSO INCLUDE DESKTOP WORKSTATION £180. CONTACT COLIN BOUBERT, 0131 445 3608, EDINBURGH.

FOR SALE: PC ENGINE TURBO DUO, JOYPAD, 16 CD AND CARD GAMES SELL FOR £160. PHONE JAME JAY, 01703 557331, SOUTHAMPTON.

FOR SALE: MEGADRIVE + 32X, 5 GAMES INC VIRTUA FIGHTER, VIRTUA RACING, METAL HEAD, 2 JOYPADS (1 SIX BUTTON), £200 ONO.CONTACT LIAM CHALMERS, 01264 398075, ANDOVER, HANTS.

FOR SALE: SNES, 2 PADS, KILLER INSTINCT AND DKC + 5 MAGAZINE, ALL FOR £85.CONTACT MARVIN LOWE, 01734 455133, READING.

FOR SALE: PANASONIC 3DO, 2 PADS AND 10 GREAT GAMES, INCLUDING SSFII TURBO, FIFA, NEED FOR SPEED AND THEME PARK. ALL BOXED £300.CONTACT BERT / LUX SANGHERA, 0121 551 2589, BIRMINGHAM.

FOR SALE: ATARI JAGUAR WITH JOYPAD + ALIEN VS PREDATOR, £100. CONTACT MARTIN MUIR, 50 FORTH DRIVE, GRAIGSHILL, LIVINGSTON, W.LTHIAN, SCOTLAND, EH54 5LT.

FOR SALE: PLAYSTATION WITH TEKKEN AND CYBERSLED + CARRY CASE, £250 (EXCELLENT CONDITION). CONTACT MATTHEW TIGHE, 01903 883559, WEST SUSSEX.

FOR SALE: SEGA MEGADRIVE 2, 3 PADS, JOY STICK, 7 GAMES INCLUDING TOY STORY, FIFA'96, MMTT'96, SONIC 2 (ALL UNDER 6 MONTHS OLD), WORTH £260 SELL FOR £125. CONTACT ANDREW GRAHAM, 01889 500414, STAFFORD.

FOR SALE: SEGA MEGADRIVE (VGC), 11 GAMES, 2 PADS (1 INFA-RED) BOXED, £100. CONTACT PETER THOMPSON, 01788 815975, RUGBY.

FOR SALE: NEO GEO CD, FIVE TOP GAMES, INC FATAL FURY 3 AND VIEWPOINT £195.CONTACT J SINGH, 0121 558 7035, WEST MIDLANDS.

FOR SALE: GAME GEAR WITH ADAPTOR, SONIC 1 AND 2, MICKEY MOUSE AND ECCO THE DOLPHIN, £50. CONTACT JOSHUA TAKAOKA, 01635 375489, BERKS.

WANTED: SATURN. WILL SWAP SEGA MEGA DRIVE 2 + 18 TOP GAMES, INC: NBA JAM TE, SONIC 2+3, ZERO TOLERANCE + MANY MORE. ALSO MENACER 6-GAME CART + BATTERIES, WORTH OVER £500. TEL: 01132 2530609

OTHER

HOHNER TELECASTER GUITAR, PEAVEY 15W AMP, BOSS PEDAL ETC. WORTH £400 OR SWAP FOR IMPORT / UK SATURN OR PLAYSTATION+GAMES.CONTACT PAUL ADAM, 01738 444818, SCOTLAND.

FOR SALE: IN LINE SKATES (NEW BREED), SIZE 6, £15. BICYCLE HELMET £5, PERSONAL CASSETTE PLAYER £10, KARL KANE CAP £6 AND MB GAMES WORTH £50, SELL FOR £25. RING MARVIN LOWE,01734 455133, READING.

FREEPLAY FANZINES



Want to know why we feature your fanzines every month? It's because – if they're good enough – people take notice. People who are in a position to offer jobs on the country's best selling video games magazines here at EMAP Images.

Take, for example, PlayStation Frenzy which was received almost a year ago. The 'Editor' landed a cool job in these offices, rapidly earned himself a promotion to the position of Deputy Editor on one of our titles, and just recently accepted an amazing new job in California – Beverly Hills no less – for a US magazine. No word of a lie.

It could be you!

So get off your lazy backside and put something amazing together for our perusal. You wont be wasting your time. Quite the opposite – you could be founding the career opportunity of a lifetime!!!



Wild Speculation

PlayStation 05

UK PLAYSTATION LAUNCH DATES!!

Sony have gone for a UK launch date in September for the Playstation, but slightly more specifically, it should be **the ninth of that month**. The price? As of now, Sony reckon a rather reasonable **£299** for the base unit with one joypad, and **£339** for the Playstation plus one game. Games will be priced at around **£35-45**. Much cheapness!!

The initial game releases? Well by launch, there should be a choice of **five top games**; these being *Ridge Racer*, *Toh Shin Den*, *Tekken*, *Destruction Derby* and *Wipeout*. And a couple of weeks after launch, the rather exciting **Mortal Kombat 3** will grace British shelves (See the *MK 3* preview for more exciting information on this conversion), along with other British gems from Psygnosis such as *Krazy Ivan* and *Assault Rigs*.

The **competition**? Well, **Sega** will have had **two full months** to build up a base i[n] the UK after the July launch of the Saturn but priced at £399, the Saturn could prov[e] to be too expensive, and **less than perfect conversions** (such as *Daytona USA* and a rather glitchy *Virtua Fighter*) can only add to the Playstation cause.

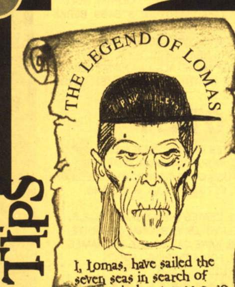
The only **drawback** of the system ar[e] **borders**. AARGH!! The bane of the console world will be present in the o[...] Playstation, and two of the games (*Wipeout* and *Destruction Derby*) wi[ll] feature borders; however, the other[s] will have these borders **programm[ed...]** And Sony have stated that **all futu[re] releases** will be **full screen** and [...] **at full speed**; the rush of the launch caused the borders on Psygnosis's games. Buy on import or official? Find out the verdict later!

boogg

The Chart Part

THE BOTTOM FIVE PLAYSTATION TURKEYS

TIPS



Send your tips, cheats and players guides to: TIPS SECTION, CVG MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ARCADE

MANX TT SUPERBIKE

This fantastic cheat transforms the bikes into sheep! They still go fast, but make a bleating noise! Go to the transmission select screen and press Up Shift twice, Down Shift twice, bank Left, bank Right, pull brake, then accelerate. You'll hear a sound to tell you it's worked and you'll then be racing on a sheep!

KILLER INSTINCT 2

To access Gargos, go to the player select screen and hold Up. Now press the buttons in this order: **3, 2, 5, 6, 2, 1, 4, 5**. You'll hear a noise and Gargos will be selectable.

STREET FIGHTER ALPHA 2

At last! More secret characters are revealed! These are all variations on existing characters, but we've heard strong rumours of Blanka and Guile also being hidden!

To access Evil Ryu, go to the select screen and highlight Ryu, then tap the Start button. Then move around the characters in this order: Adon, Akuma, Adon, and back to Ryu. Now hold the Start button and select Ryu with any attack.
Evil Ryu plays very much like Akuma – he's got a teleport, firecracker, juggling Hurricane Kick, 5-hit Dragon Punch, etc.

To access the original Akuma – the one you fight at the end if you get three perfect rounds – do this. Go to the select screen and highlight Akuma, then tap the Start button. Then move around the characters in this order: Adon, Ryu, Adon, and back to Akuma. Now hold the Start button and select Akuma with any attack button.
He can throw two air fireballs at once, and juggle with his super attacks.

To access the original Zangief, highlight him and tap the Start button, then release it. Now move around the characters in this order: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Guy, Ken, and back to Zangief. Now hold Start again and select him with any button.
Original Zangief doesn't have a super bar, and can only perform his original two special moves!

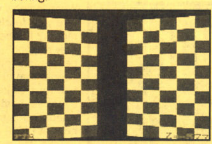
To access the original Dhalsim, highlight him and tap the Start button, then release it. Now move around the characters in this order: Zangief, Sagat, Charlie, and back to Dhalsim. Then hold the Start button again and select him with any button.
Like Zangief, original Dhalsim hasn't got a super bar or his new moves.

Thanks to Richard La Ruina from Cambridge for the Zangief and Dhalsim codes.

PLAYSTATION

GALAXIAN 3

On the rendered Namco introduction screen, press **L1, R2, R1, L2, Up, Down, Up, Down** and you'll hear an explosion. When the logo disappears, a testing film will start up. It's boring.



To get a second pilot named "Ghost", play a game with the Play Recording option ON. When you finish recording, go to the Gunner Battle option to select a partner. If you move to the right, Ghost will be selectable. Now start a game and play on another controller to play with your first game as your partner!



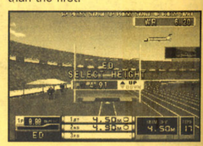
INTERNATIONAL TRACK AND FIELD

In last month's review we showed some screenshots of hidden features in the game, but didn't reveal how to access them. Well, we're going to now. Next month, we'll probably be doing a complete guide as well as printing some records for you to have a go at beating.

The airship can be called in the HIGH JUMP event by clearing your first two jumps, making sure that the distance between them is at least 40cm.



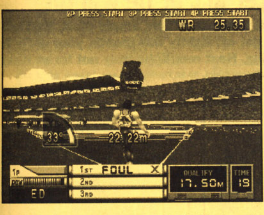
The space shuttle can be called during the POLE VAULT in the same way – clear the first two jumps with the second being at least 40cm higher than the first.



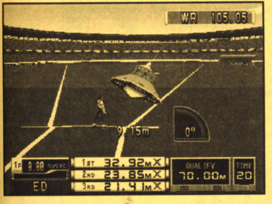
To get a mole to appear in the LONG JUMP or TRIPLE JUMP pit, get a jump where the last three digits are the same – ie. 16.66m, 4.44m.



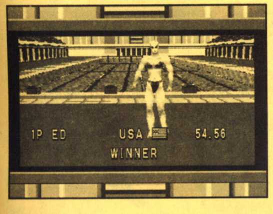
To release the balloons during the HAMMER, get the first two digits to match the last two – ie. 54.54m, 89.89m, 101.01m.



The T-Rex appears during the SHOT PUT when all four digits of the distance are the same – ie. 11.11m, 22.22m.



To hit a UFO with the JAVELIN, you need to throw it at an angle of over 65 degrees, while running at a fairly high speed. Do this by walking as slowly as possible until the angle meter appears, then hold the throw button. Just before the player reaches the white line, start running very fast and release the javelin. You'll know it has worked if the player stands still, watching the UFO fall.



To make the swimmers race in bikinis, go to the event select screen. Now perform the old Konami cheat – **Up, Up, Down, Down, Left, Right, Left, Right, C, X**. The event will be selected and everyone will be wearing bikinis.

To see the doves in the DISCUS event, do the same as the hammer – get the first two digits to match the last two.

PO'ED

To get a level select, go to the main menu screen and hold **L1+L2+R1+R2+Up**, then press **Circle** to get to start the game. Then, on the difficulty screen, press **Down** while still holding the top four buttons. Now select your difficulty with any button and the level select will appear. Thanks very much to S. Dennett from Birkenhead for sending that in.



THEME PARK

At the start of a new game, enter your name as BOVINE. Start the game, and any time you want more money, just press the Circle, Square and Cross buttons at the same time. You can do this loads of times to become very rich.

RIDGE RACER REVOLUTION

Now that RRR has been officially released and is doing very well, we decided it would be worth printing all the tips for it again.

An extra eight cars can be gained at the start of the game by destroying all 40 of the aliens in Galaga 88 at the start.

To get the Buggy Mode, you need to wipe out every one of the 40 aliens in the Galaga 88 game with exactly 40 laser shots. Miss just one and it's all over.

To make accessing Buggy Mode much easier, use this hidden laser. From the start, wait for Galaga 88 game to start up, then hold L1+R1+Down+Select. Now press and hold the Triangle button to wipe out all the aliens on-screen.

To remove the rear-view mirror during the game, play from inside the car and press Start to pause the game. Now Press Triangle and L1 to remove the mirror.

To change the distance of the view from behind the car, pause the game and hold Triangle. Now press L1 or R1 to zoom the view in or out slightly.

To play the secret Spinning Mode, go to the main menu screen and press the Cross and Square buttons to start the game. Keep the buttons held down until the race begins, and at certain corners the message "Spinning Point" will appear. At these three corners, you should try to spin the car as well as possible to get rated by the computer. At the end of the race you'll get an overall rating.

On the title screen, it's possible to move the spotlight around by holding the top four buttons (L1+R1+L2+R2) and using the D-pad to guide it about the screen. You can also change the size of it by pressing the four main buttons.

SATURN

VICTORY GOAL '96

On the Game Setup screen, hold the **L** and **R** buttons until the flags appear. You can now move them around with the D-pad.

BAKU BAKU ANIMAL

There's a hidden Japanese League mode in the UK version of the game. It can be accessed by going to the tile screen and pressing **B, A, C, Up, B, A, C, Up**. Now start to try out the new option.
If you go to the CD player mode in the Saturn and play the music from the UK version of Baku Baku Animal, you'll find an extra track with a remixed dance version of the title music. Simply play track 24!



SNES

TOY STORY

These cheats are similar to the Mega Drive versions. To get a level select, play through the first stage until you reach the bucket of toy soldiers on top of the chest of drawers. Stand on top of it and crouch for five seconds. Now press **Start** to pause, then press **Select.**
To become invincible, play through the first stage to the same point – the chest of drawers. This time, stand on the bottom drawer and crouch for five seconds. Watch the health star and you'll see when you become invincible.

HELP ME... PLEASE!

From now on, we'll do our best to help any readers who are stuck on a game. If you can't find an item, can't figure out how to beat a boss, or whatever, just write down exactly where you're stuck, and we'll do our best to help you. Otherwise, we'll print your request in the mag and other readers will be able to send in a solution for you. Please don't send us stamped addressed envelopes asking for a personal reply because we just don't have time to write back. Instead we'll just steal your stamp and use it ourselves. Send your pleas for help, along with free stamps, to:

I'M STUCK!
TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU.

My name is Hunter and i woz Tom's dog and i give a bone to my favourite picture. Woof.

drawinz wot you dun

KEY: Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DONT DO IT! | Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

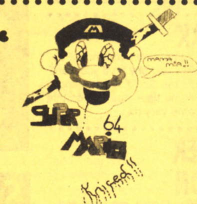
"Bwah ha ha! This is my section now and I'll do what I want. Give Hunter art or he will die!" Jaime

Look, I'm really busy alright! I'm sick to death of this stupid mutt, Tom left him here and I just don't want him. He got off lightly this month, your art is the only thing that keeps him from barking. Next month he may not be so lucky!

Send 'em in to Drawins Wot You Dun. CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.



Well done Aruna Dayananda, this is super, never beat Crash Bandicoot eh!



"Super Mario axed? No it can't be true! Come here Hunter you hound and feel my displeasure."

Superb artwork here my friend! Well done Joe Power. I hear Ed hangs out here quite a lot.



Hard, mean and moody... that's me alright. But I tell ya, this drawing isn't bad either! Top one John Page.



I like this one a lot! However, it scares me to think about what you'll be like in ten years' time! Stephen Child (aged 8)





"Another corker, my mood is beginning to change, more like this and I could well adopt Hunter for good, rather than take him to the slaughter house! More from you Matthew Pugh! "



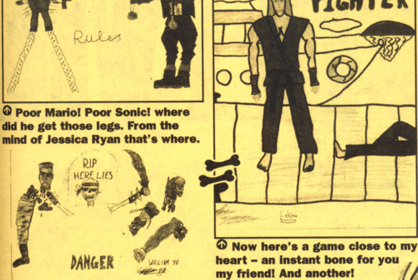
It's the future alright! Nice pencil drawing this. Well done James Nguyen. Just think: you'll play it soon.



"More violence, I ask you. It just makes me feel strange inside, HUNTER COME HERE NOW!!...... Now where was I, oh yes thanks Craig Lewisohn, nicely done."



Poor Mario! Poor Sonic! where did he get those legs. From the mind of Jessica Ryan that's where.

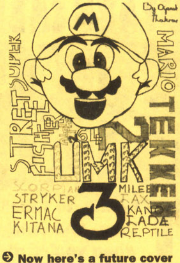


Violence everywhere. I love it, thanks William Yu!!

Now here's a game close to my heart – an instant bone for you my friend! And another! Well done Lahiru.



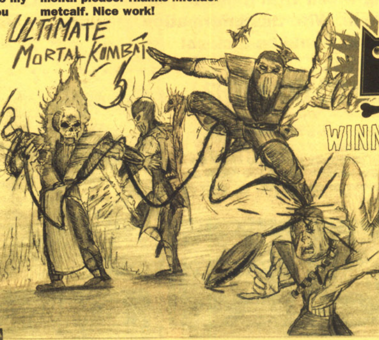
Excellent artwork yet again. Not so much *Mortal Kombat* next month please. Thanks Michael metcalf. Nice work!



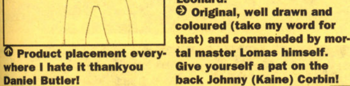
Now here's a future cover for CVG if I ever saw one. Thanks Dipesh, thanks a bunch, I'll be out of a job.



Just like the animation from the game. And the correct logo. Top marks James Leonard.



Original, well drawn and coloured (take my word for that) and commended by mortal master Lomas himself. Give yourself a pat on the back Johnny (Kaine) Corbin!



Product placement everywhere I hate it thankyou Daniel Butler!

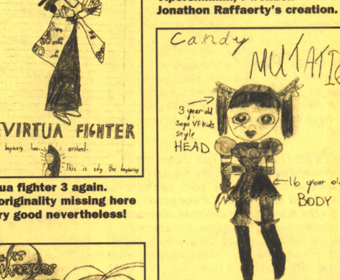


The print looks a tad messy. But I assure you it's very colourful. Worms though, I'm sorry but that's not my cup of tea. Thanks anyway Matthew O' Connor keep up the drawing!

Super, (Bomberman) smashing, great. Sorry we couldn't print the others, they were pretty cool too! by Jonathon Richards

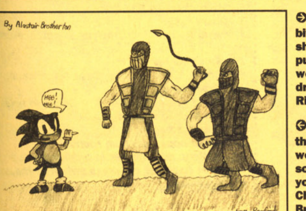


Virtua fighter 3 again. Some originality missing here but very good nevertheless!



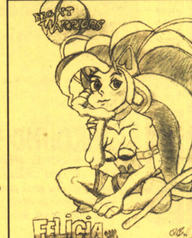
Candy Mutation. Man you are sick! A 'big heads' cheat in *Fighting Vipers*...hmm, I wonder. Jonathon Raffaerty's creation.





Woof! She's a bit tasty. Shame she's only a computer sprite. Oh well I can only dream. By Richard Bonnett

Take some of this, Sonic you weakling. No more softy games from you thankyou. Cheers Alastair Brotherton.



I love this one! Almost top prize, next time maybe Nick Barlow!

PLAYSTATION PLAYER'S GUIDE

RESIDENT EVIL

The key to finishing all the secrets of Resident Evil is time. And cutting down on that vital commodity is tough when you're disorientated through fright. Rather than hold your hand through the entire game, we've decided to present you with the plans for each area of the mansion, showing which vital items or puzzles are contained within each room. With this information, clocking the game within two hours should be a cinch!

WHO TO GO WITH?

Although Jill and Chris have the same objective, some puzzles and rooms must be approached differently in order to unveil the secret of the Mansion. Before you decide on which character to play as, here's a quick reference guide.





Pick Jill Valentine if you wish to play an easier game: Jill can carry eight items in total and has fewer enemies to within the mansion, but she is the weakest player out of the two so watch her energy. Jill also has the ability to pick locks so opening locked doors isn't a problem.

Pick Chris if you wish to play a harder game: Chris Redfield can withstand more punishment. Though he only has six item slots, so finding chests to store items is imperative for Chris's game. Picking locks is also a weak point, so keys have to be located in order to open locked doors.

Rebecca plays a different role depending on the answer given to her in the medical room. If you wish her to stay in the room, you fight the Plant 42 and Snake alone. If she accompanies you on the mission, she becomes controllable at various points in the game. For example when the Plant 42, grabs Chris, players have Rebecca make the V-Jolt formula and pour the solution onto the plant's roots.

HERBS AND SPICE MAKE EVERYTHING NICE!

There are three different kinds of herb to be found through the mansion here's what they do.

- Green - Restore small amount of players energy.
- Blue - Cure hero from poison attacks.
- Red - Combine with Blue or Green to make a full energy restoring mixture.

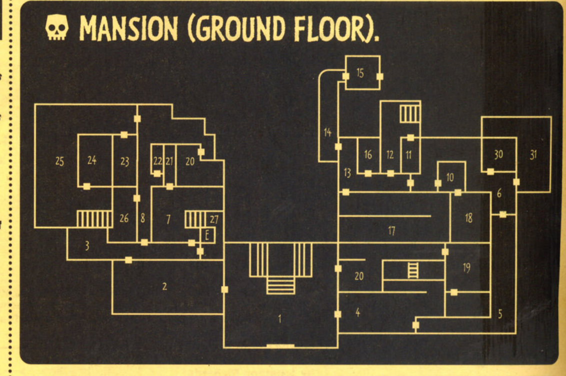
ROOM NUMBER LISTINGS

1-31	Ground Floor
32-55	First Floor
56-62	Courtyard
63-76	Guard House
77-81	Guard House B1
82-91	Courtyard B1
92-105	Umbrella Lab B3
106-107	Upper Umbrella Lab

KEY:

(E)	Elevator
[stairs symbol]	Ladders or Stairs
■	Door
-----	Passageways or Air Vents

MANSION (GROUND FLOOR).



NAIL THOSE ITEMS

The number beside each item represents which room it's in.

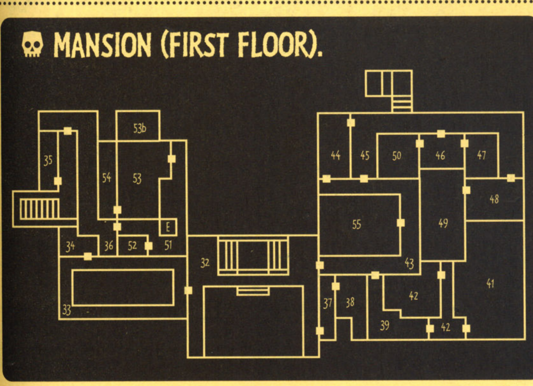
GROUND FLOOR

1 - Save point, Beretta, Ink Ribbons.
2 - Key (Behind Clock), Emblem (a nice gold emblem would look better here).
3 - Clips (Beside Body).
4 - 1st floor map, Ink Ribbon (in small room).
5 - Move chest to find Clip.
6 - Green herb.
7 - Piano Room: Move Shelves to obtain music notes.
10 - Small Key (in bath).
11 - Chest, Chemical bag, Save Point, Ammo.
12 - Green herb.
14 - Crest Plate: Place all four crests in holes to open door to courtyard.
15 - Crank, small key.
16 - Doom book, Magnum rounds.
17 - Gallery: hit switches in order from youngest to oldest the press switch at the end of the gallery.

18 - Shotgun (Replace with broken shotgun).
19 - Ink Ribbons, Green Herb.
20 - Shells (Inside Desk), Clip.
21 - Secret Room (play piano to open): Gold Emblem.
22 - Tiger Room: Must use blue Jewel to obtain Wind Crest, Red Jewel to receive Colt Python gun.
23 - Broken Shotgun, Clip, Shells.
24 - Rebecca Room, Sword key, Clips, Save point.
26 - Clip, Diary, Shells.
29 - Green House: Some chemicals may come in handy here!, Armour Key, Herb (various).

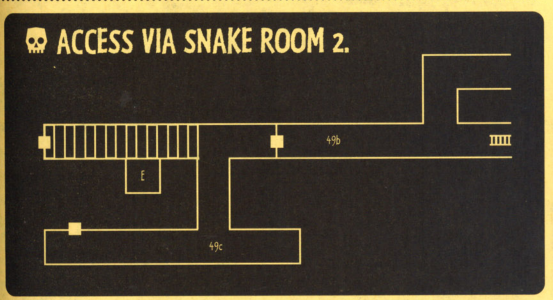


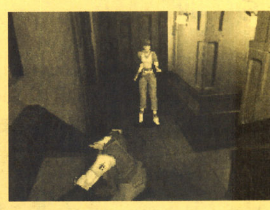




FIRST FLOOR

33- Statue (Blue Jewel).
35- Magnum Rounds, Shells, Orders, switch light off and retrieve Red Jewel.
37- Small Key (Window Ledge).
38- Clip (near Forest).
41- Snake Room: Moon Crest, Shells.
42- Clip, Candles (use lighter on these).
47- Switch (Insect Display), move aquarium and closet to find shells and Researcher's Will, Ink Ribbon (in coat).
48- Fireplace (a lighter may come in handy here).
49- 2nd Snake Encounter, Access to basement (via hole made by Serpent).
49b- Shells.
49c- Herbs (Various).
50- Lighter, Shells, Red Herb.
52- Battery, Shells.
53- Magnum Rounds, Scrap Book.
53b- Secret Observatory (move bookcase in '53'): Clip, Ink Ribbon, Look out of window.
54- Activate switch and push statue towards the light, MO Disk.
55- Sun Crest (Move statues over grates and activate switch).





If you asked Rebecca to come with you in the medical room, she'll appear to help Chris after the first snake encounter when he is poisoned. Run back to the medical room to retrieve the serum.



The first encounter with the snake. Keep running and shooting and eventually it will return back to it's hole. Examine its lair to find the Moon Crest.



Push the statue over the balcony then run down stairs to retrieve the Blue Jewel.



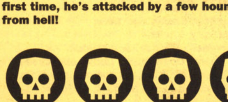
Find the music notes behind the bookcase. Rebecca soon arrives to help Chris play the piano. This opens a secret room containing the Gold Emblem.

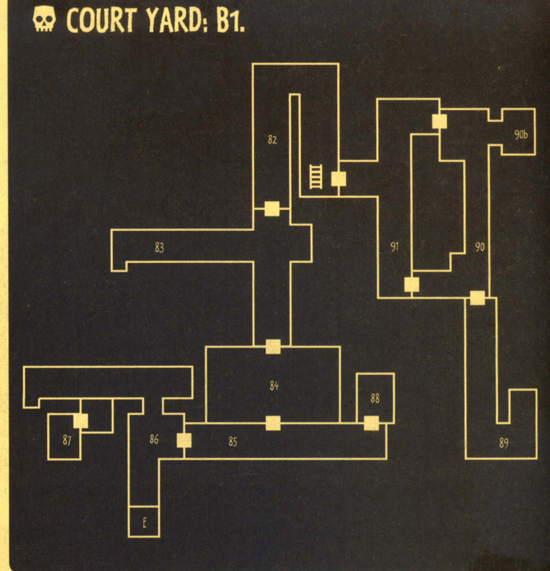
COURT YARD B:1

82- Save Point.
83- Magnum Round (behind boulder).
84- Giant Spider Room: Combat Knife.
86- Boulder Room: Hexagonal Hole (using the right crank more than once might come in handy), Underground Map (behind Boulder).
87- Doom Book 2, Statue, Hexagonal Hole.
88- Save Point, F-Aid Spray, Blue Herb, Ink Ribbon.
89- Enrico (Bravo Team Member), Clip, Hexagonal Crank.
90b- F-Aid Spray, Shells.
91- Flame Thrower.



As Chris enters the Court Yard for the first time, he's attacked by a few hounds from hell!



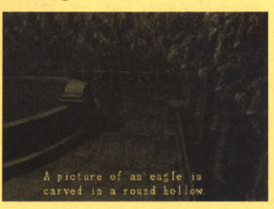


COURT YARD

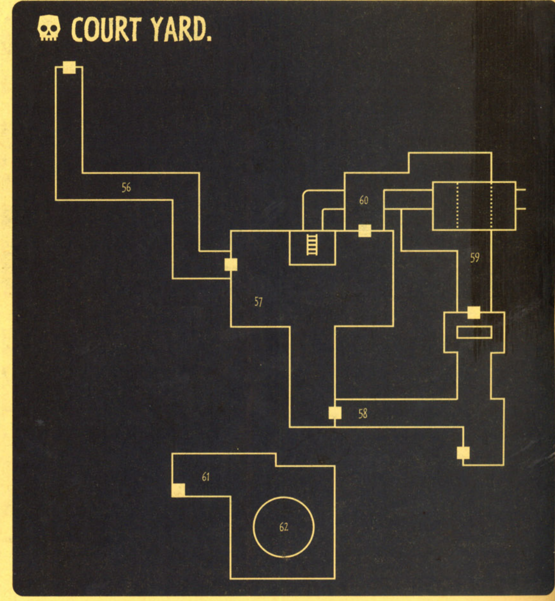
56- Various Herbs.
58- Herbs, Map (Next to broken lift).
59- Use Crank to drain water.
62- Secret stairs, use Wolf and Eagle Medals to open (medals are found by vigorously examining Doom books 1 and 2).



Use the crank found in room 15 to open the flood gates. This drains the water.



Use the medals found in Doom Books 1 & 2 here. This will unveil a secret passage-way.



The path which appears once the water has drained.

Hitting the switches in order in the gallery, will give you the first Crest.

While fighting the spiders, examine the pool table for some handy clues.

GUARD HOUSE.



Use the switch in this room to activate a light. Push the statue into its beam to uncover a hidden study.

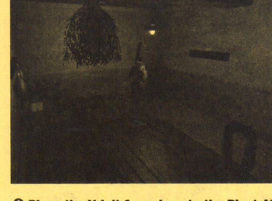
GUARD HOUSE

63- Green Herbs (behind statue near Dorm 003).
64- Various Herbs, Hint: Push statue to cover hole.
65- Save Point, F-Aid Spray, Clip.
66- Red Book, Small, Key, Shells.
67- Control Room Key (in tub).
68- Dorm Key 002.
69- Plant 42 room. If Rebecca isn't accompanying our hero, shoot the plant. If Rebecca is helping, go to room 75 and make V-Jolt Form. Helmet Key (fireplace).
70- Dorm 003: Ink Ribbons in draw.
72- Plant 42 Files, Dorm Map, Shells, push cabinets to reveal ladder.
73- Ammo Clip.
75- Chemicals Room (illuminate all red lights to open door). Only enter this room is you're in control of Rebecca. To make V-Jolt Formula look at instructions by the door inside room. Note! ingredient 1=water (located in sink).
76- Ink Ribbon, Pool Table, Clip.

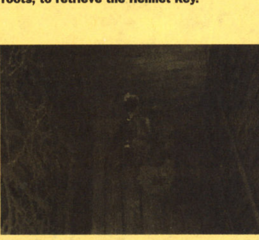


GUARD HOUSE: B1

78- Control Room: Drain water via levers.
79- Clips, Shells, Dorm Key 003.
80- Root Room: Small key, place V-Jolt Form here.
81- Herbs and Boxes.



Place the V-Jolt formula onto the Plant 42 roots, to retrieve the Helmet Key.



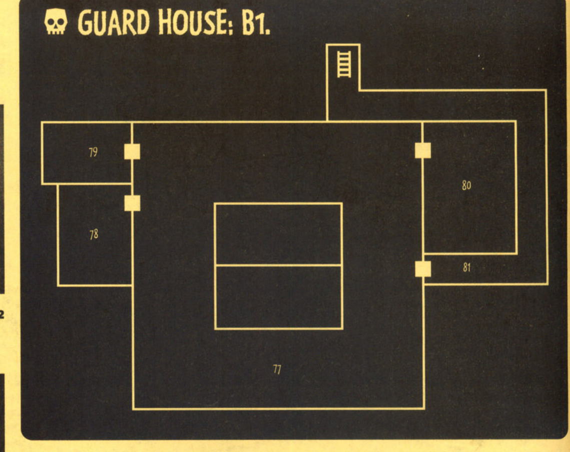
Inside the Guard-House, push the statue over the hole which is next to the red door. This will block the nasty that is hiding under the floor boards.

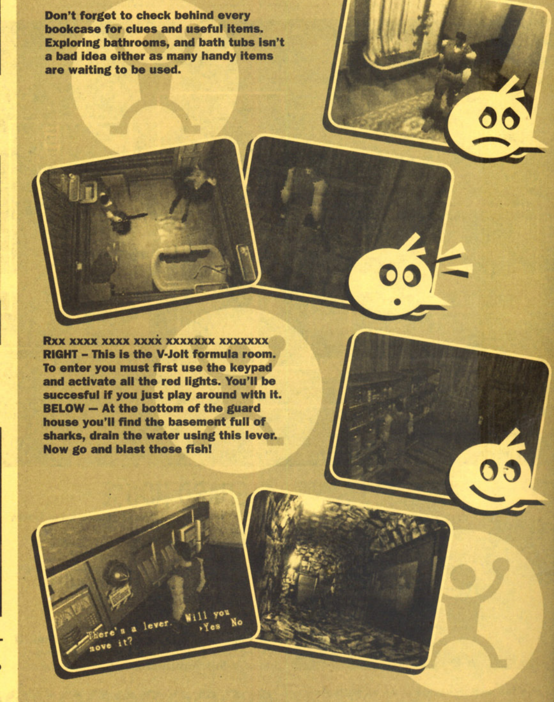


Don't bother shooting at the sharks now, activate the lever in the room opposite to drain the water.



One of the many dank corridors (63) within the guard house. Search the end of it to find some usefull herbs. Dorm 003 is not too far from here either



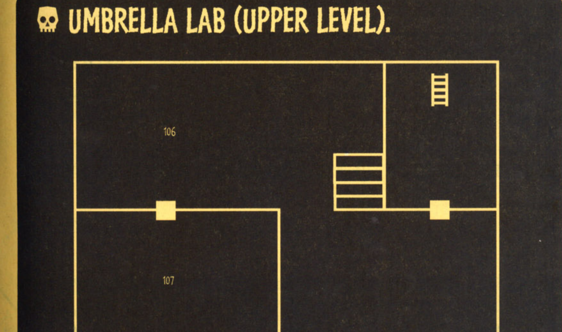


Don't forget to check behind every bookcase for clues and useful items. Exploring bathrooms, and bath tubs isn't a bad idea either as many handy items are waiting to be used.

Rxx xxxx xxxx xxxx xxxxxxx xxxxxxx RIGHT – This is the V-Jolt formula room. To enter you must first use the keypad and activate all the red lights. You'll be succesful if you just play around with it. BELOW — At the bottom of the guard house you'll find the basement full of sharks, drain the water using this lever. Now go and blast those fish!

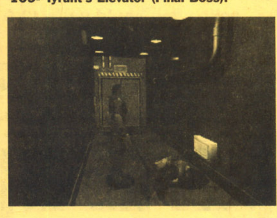
UMBRELLA LAB (LOWER LEVEL).

UMBRELLA LAB (UPPER LEVEL).



UMBRELLA LAB

92- Operating Room: Shells, Red Herb.
93- Magnum Rounds, Passcode 02 (Use MO disk).
96- Computer Terminal 1.
97- Passcode 03 (use MO Disk).
98- Generator Room: Activate Terminal.
99- Save Point, Ink Ribbon, Magnum Rounds, Green Herb.
100- Red Light Switch, Blue Switch (behind shelf) look at picture, Letter.
103- Fax, Passcode 01 (use MO Disk).
105- Computer Login (John, Ada, Mole), Slides.
106- MO Disk.
107- Files, Switch, Projector (some slide may come in useful), Lab Key.
108- Jill's Cell.
109- Tyrant's Elevator (Final Boss).

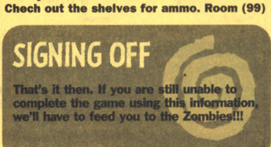




These boxes and steps will have to arranged in such a way so that you can enter the air shaft.



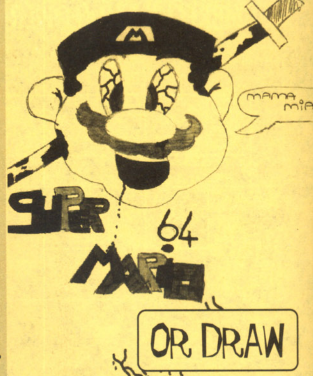
This room will be used quite a few times once you have reached the Umbrella Labs. Chech out the shelves for ammo. Room (99)



SIGNING OFF

That's it then. If you are still unable to complete the game using this information, we'll have to feed you to the Zombies!!!

WRITE FOR FREEPLAY



Reckon you could write CVG better than us? Yeh, well naff off! No don't really. Cos here's your chance to prove you can. Freeplay is YOUR section of Britain's most supreme video games magazine. This is where you get the chance to do your thing and help out fellow cuggies across THE WORLD! Here are the many, many wonderful ways you can go about making video gaming history:

HIGH SCORES

Are you the best person on Earth at a certain game? Do you have a score to prove it? Well, send it in. We said SEND IT IN! Prove you're the best! The amount of highscores we've had is rubbish. Are you lot good at games or wot?

MOST WANTED

Are those nasty software developers overlooking YOUR needs? Speak out through our Most Wanted chart. Send your three greatest desires – in order of importance – to us. Just look, Daytona Remix is now coming out.

ART

We love your sketches. Even the scary ones. Hell, even the crap ones. They all brighten up our day. So keep them coming in. We love sticking a piece of crap next to the worst ones.

CARTOONS

Got an amusing story to tell? Put it in pictures (it's da only way wot we read). Stick your favourite games characters in them if you want. (We want!)

CLASSIFIEDS

If you're bored with your latest bit of high-tech gadgetry, swap or sell it here. Any unwanted stuff can be put in our free-ads. Except human organs.

TIPS

Not just small tips, big guides too! On hot new games mind (not old pap). Could you have done our Resident Evil guide? Why didn't you? You can even draw accompanying diagrams. That's what these pages are made for.

FANZINES

We've had some exceptional fanzines sent in. And we cover every one we get. If you want coverage for your fanzine, get a copy in the post!

PLEASE TICK

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